MILITARY ROLEPLAY
IN A GALAXY FAR FAR AWAY

STAR WARS PATROL

CONTENTS

INTRO 2
• STARTING YOUR 3
• CAMPAIGN 3
RULES 4
• THE WILL 4
• OF THE FORCE 4
• FORCE POWERS 5
• MEDICINE 6
• COMMUNICATION 6
• ALIEN SPECIES 7
• DROIDS 8
• VEHICLES 9
• BLASTERS 10
• SHIELDS 11
GEAR 12
• BLASTER CORES 12
• BLASTER MODS 12
• BODY ARMOUR 13
• EXPLOSIVES 14
• MEDICAL GEAR 14
• MELEE WEAPONS 14
• ARTILLERY 15
• MUNITIONS 15
• OTHER WEAPONS 15
• NARCOTICS 15
• ELECTRONICS 15
• SPECIAL GEAR 16
• COMMON DROIDS 17
• SNUBFIGHTERS 18
WORLDS 20
THE CLONE WARS 22
GRAND ARMY OF THE REPUBLIC 24
• GROWING DARKNESS 24
• GEONOSIS 25
• THE CLONE ARMY 25
• PLAYING CLONES 26
• REPUBLIC GEAR 27
• CLONE NPCS 28
• REPUBLIC VEHICLES 30
NABOO AND GUNGANS 36
THE JEDI ORDER 38
CONFEDERACY OF INDEPENDENT SYSTEMS 40
• THE DROID ARMY 40
• CIS NPCS 42
• CIS EQUIPMENT 46
• CIS CHARACTERS 47
UMBARA 52
• SHADOW ARMY 52
THE GALACTIC CIVIL WAR 56
THE REBEL ALLIANCE 58
• EARLY DAYS 58
• REBEL ARMY 60
• REBEL NPCS 62
• REBEL HEROES 64
• ROGUE ONE 65
• THE DROIDS 66
THE GALACTIC EMPIRE 68
• PLAYING THE EMPIRE 70
• IMPERIAL NPCS 72
• IMPERIAL CHARACTERS 74
• IMPERIAL GEAR 76
• POST-ENDOR 77
• IMPERIAL VEHICLES 78
CRIME SYNDICATES 82
• CRIMINAL NPCS 83
• CRIMINAL CHARACTERS 84
THE NEW GALACTIC CONFLICT 86
THE RESISTANCE 88
• RESISTANCE COMMANDOS 89
• PLAYING 90
• THE RESISTANCE 90
• RESISTANCE NPCS 91
• RESISTANCE HEROS 92
THE FIRST ORDER 94
• THE JUNTA 94
• STORMTROOPERS 96
• PLAYING STORMTROOPERS 97
• FIRST ORDER NPCS 98
• FIRST ORDER CHARACTERS 99
CRIMINALS 102
• KANJIKLUB 102
• GUAVIAN DEATH GANG 103

NEWSTAND PRESS
Building Better Games.

BY ERIKA CHAPPELL
newstandpress.tumblr.com
https://www.patreon.com/opensketch

STAR WARS PATROL is a noncommerical fan project based on the universe created by George Lucas. STAR WARS and a pile of related nouns belong to Disney and Lucasfilms. We love you! Art was primarily sourced from Wookipedia or screengrabs, and is all derived from original STAR WARS properties. No fanart was used.

This game is NOT based on existing STAR WARS roleplaying games. However, you should absolutely try your hand at the STAR WARS Roleplaying System created by Fantasy Flight Games, which is brilliant in just about every way. In particular, you should take a look at the AGE OF REBELLION title, which specifically focuses on the Rebel Alliance and their resistance cells. If you're looking for something closer to the original films as opposed to the tone of ROGUE ONE, you want AGE OF REBELLION.

A long time ago in a galaxy far, far away...

It is a century of conflict and change. The once-great GALACTIC REPUBLIC, groaning under the weight of corruption and neglect, is drawn into a fierce war against a separatist movement. Machine meets cloned flesh on battlefields across the galaxy. Heroes and brothers clash. Planets burn.

Unbeknownst to all, the conflict is masterfully orchestrated by a Republic senator, who uses the unrest to ascend to supreme power. Declaring himself emperor, a thousand years of democracy are torn down in the name of order and security. The foul GALACTIC EMPIRE rises from the ashes, a fascist dictatorship which stamps out the old faiths and rules a million worlds through fear.

Not all are cowed by the new empire. The bold heroes of the REBEL ALLIANCE, spurred by an idealistic desire to restore the best of the Republic and bring freedom back to the galaxy, wage a guerilla war against the Empire. Their spaceships and soldiers destroy the terror weapons brought against them, eventually slaying the Emperor and scattering his forces.

A weary galaxy sets down its weapons, establishing a NEW REPUBLIC to safeguard the peace. Three decades of idyllic prosperity follow under kind leadership as the dream of the rebellion is realized.

However, a new force of darkness is on the rise. After so long at war, the republic was unwilling to pursue the last followers of the old emperor. Regrouping in the fringes of space, they establish the FIRST ORDER, a militant junta obsessed with reclaiming lost glory. Behind a veil of stars, they build terrifying new weapons and prepare to plunge the universe back into conflict.

Only a few see the danger approaching. The form a brave RESISTANCE against the fascist state, hoping against hope that they can avert larger war.

This is a galaxy of grand heroes and fell villains, fated to duel and dance across generations until the stars burn out. But for every legend, there are a thousand anonymous warriors in closed rank at their back...

INTRO

Welcome to STAR WARS PATROL! This is a free expansion for the PATROL roleplaying game which is designed to let players take their gritty warfighting experience to a galaxy far, far away, participating in epic battles from across the three trilogies and spinoffs as of late 2016.

In STAR WARS PATROL, you play the frontline grunts on all sides of the three main conflicts of the Star Wars universe; the Clone Wars, the Galactic Civil War, and the Resistance against the First Order. You are not jedi or heroic smugglers or elegant commander-princesses. You are the dirty, desperate unsung heroes storming Geonosis, raiding Scarif, or dying in the trenches of Hoth.

In other words, if the Fantasy Flight games cover feel of the main trilogy, this game does ROGUE ONE. And you get to be one of the poor shmucks who gets left behind when the Death Star fires.

ABOUT PATROL

PATROL is a game about authentic infantry combat in modern settings, set originally in the Vietnam War. It focuses especially on issues of supply, morale, and transgression when soldiers are pushed beyond the breaking point. It is a dark and personal game that blends tactics and drama, where death is always around the corner, and it aims to create and environment to explore a conflict rather than a building a story where the characters can be war heroes.

The characters in PATROL are basic infantry soldiers, rifle in one hand and shovel in the other. Though the game exaggerates the circumstances and responsibilities of these soldiers to create more compelling missions, the primary drama of the game arises not from story arcs unfolding over the course of missions, nor from completing “encounters”. The conflicts and the way soldiers cope with them are themselves the stories.

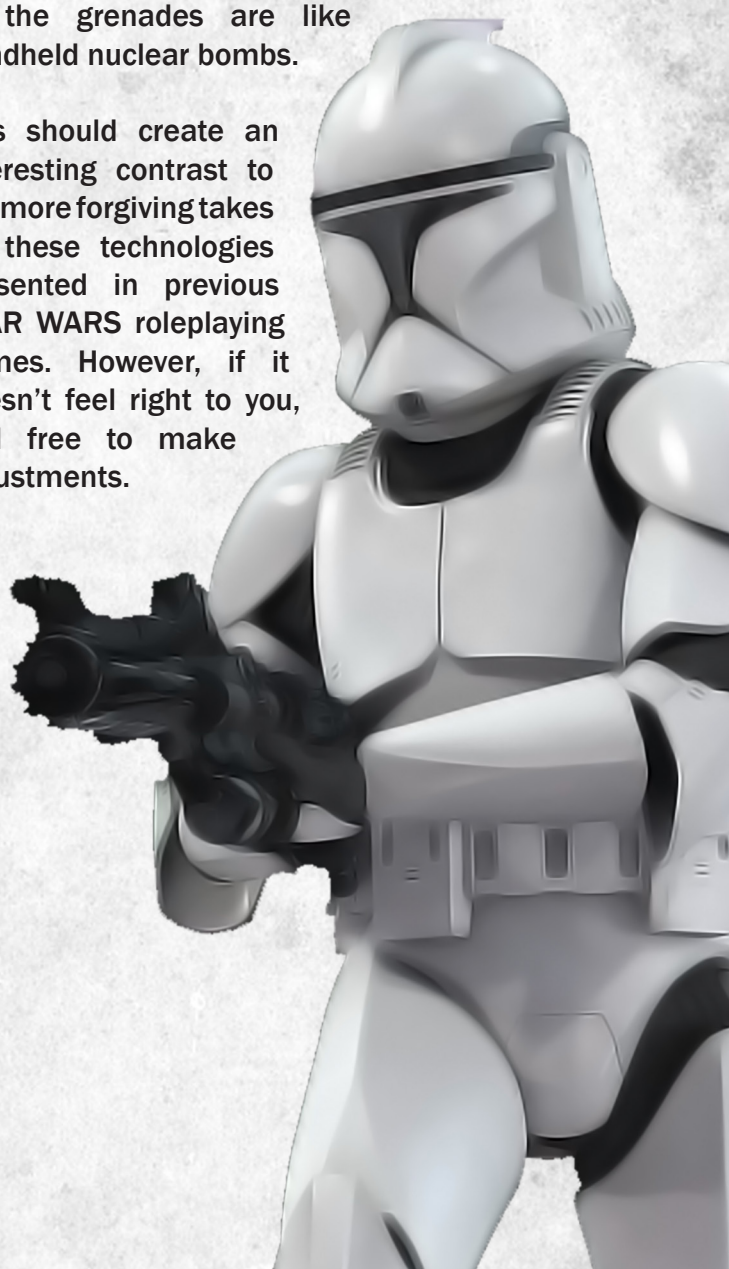
This is an expansion, an add-on to the existing rules of PATROL. All the mechanical elements assume you know the basic rules of play, and it builds on existing concepts to change the gameplay experience from 1967 Vietnam to a long time ago etc etc.

STAR WARS CANON

This game runs in the new Disney Canon as much as possible, with some conjecture either derived from Legends or, to be entirely honest, my own headcanons. As much of the New Canon has yet to be fleshed out, especially the Resistance-First Order conflict, some limbs were dutifully went out on.

To get the Retro Universe feel, STAR WARS PATROL tries to keep the intrusion of information technology to a minimum while being generous with power and capability of the weapons and physical technology. Heavy blasters hit like grenade launchers, E-11s can melt steel beams, and most of the grenades are like handheld nuclear bombs.

This should create an interesting contrast to the more forgiving takes on these technologies presented in previous STAR WARS roleplaying games. However, if it doesn’t feel right to you, feel free to make adjustments.



STARTING YOUR CAMPAIGN

STAR WARS PATROL has rules for playing as six different factions across three different conflicts. You can play clone troopers or battle droids in the Clone Wars, Stormtroopers and rebel infantry in the Galactic Civil War, and First Order Stormtroopers or Resistance Commandos from just before the start of the Force Awakens. Each of these possibilities are covered in their own chapters, along with associated NPCs.

In any case, you should familiarize yourself first with the changes to the game. STAR WARS PATROL possesses only one major modifier to the core ruleset of PATROL in the form of the Will of the Force. Other than that, all the changes are made through the use of equipment or special rules specific to character types.

Many of these changes, especially the unique mechanics of blaster weaponry, will have a hefty effect on the rest of the game, so make sure you understand them before you continue.

WHAT KIND OF GAME?

Choosing when to set your game and how it will play out is very important, and should be discussed among players and the GM before you set out. Unlike historical conflicts, the possibility space is endless, and STAR WARS nerds will undoubtable have all kinds of interesting side conflicts and Legends stories they want to play around in. Sit down and talk it out; where do you want to be? Who do you want to play as? How harsh do you want the game to get?

If players start talking enthusiastically about being jedi, commanding armies, or flying around in their own ship, close this PDF and go buy the Fantasy Flight RPG. If characters want to refight the Battle of Hoth, join the raid on Endor's Moon, or be a clone trooper in the last days of the Clone Wars, then you're on the right track, and you should keep on.

WHICH SIDE?

Generally speaking, this book presumes the players will be playing the "Good Guys" of a particular conflict against the "Bad Guys". So, the playable aspects of Clone Troopers, Rebel infantry, and Resistance commandos are generally better fleshed out then their counterparts, while most of the NPCs are kept on the other side.

However, it should be clear to players that this shouldn't stop you. There's plenty of interesting games to be had playing as Stormtroopers, especially the better-trained First Order ones, whose missions of suppression against rebellious worlds would fit like a glove with PATROL's basic conceits and Vietnam War origins. You could even play an interesting game about battle droids, as long as players know exactly what they're getting into...

CREATING A BATTLE

Though its tempting to simply drop the players in an existing battle in the continuity and have them run around the edges of the canon, it is far more interesting to create a unique campaign for them to wage. Everyone knows how the Battle of Hoth goes, and there is simply no way for your players to destroy enough AT-ATs to make a difference. However, if they play a *different* rebel garrison on another world (perhaps still a chilly one...) then the rebel PCs still have some hope of turning things around. That's important, because rebellions are built on hope...

Go around the table and have everyone pitch in some ideas for a battle or campaign. Ask the following questions: What's the climate of this world like? What is each side looking to accomplish? What kind of resources are available? Who is in command of the fight? Why is this battle important in the greater conflict out in the galaxy? What terrible thing will happen if you lose?

Collectively building a conflict before the first session, while everyone is making characters, will lead players to feel more invested in the outcome.

RULES

Very little changes between the basic ruleset and this expansion. Even though its the nebulous fantasy past-future, your soldiers still get tired, thirsty, and hungry, and still have to carry entirely too much gear into awful places while being shot at.

THE WILL OF THE FORCE

The main difference between vanilla PATROL and STAR WARS PATROL is that the basic game runs an uncaring universe with no greater power watching over anyone, while STAR WARS is a universe where a mysterious and all-powerful Force can intervene to move the story along.

The Force is not a power that acts in the name of good or evil. The Force cares not for these things. The Force wants interesting stories. It wants grand feats of heroism! Though the player characters are the lowest of the low, the grunts and poor bloody infantry, the Force still has something special planned for them. That's why they're the PCs!

Thus, STAR WARS PATROL has a special rule associated with it called *The Will of the Force*. This rule is a narrative device that can override everything else in the game in the interest of creating a true Star Wars experience. Through this mechanic, a ray of heroism can enter the otherwise gritty reality of the conflict.

At the beginning of their Turn, a player can invoke The Will of the Force. The regular turn order and all other rules are suspended; the Force cares not for such petty things. That player just narrates what happens that turn instead, explaining exactly what their character does. Everything goes off without a hitch; they make the impossible shot, jump the chasm, clear the way, blow up the oncoming tank with a one-in-a-million shot, or walk effortlessly through a storm of blaster fire to the objective. They can't do anything physically impossible or superhuman (they aren't Force Sensitive), but nothing in the galaxy can stop them from fulfilling their destiny in this moment.

But, once they are done, it's all over. They've done what they were meant to do, nudged the needle of Fate just a little bit over, and now their work is done.

Whenever you invoke The Will of the Force, your character must die in the course of completing their tasks. This death can be heroic and meaningful, or mundane and tragic, but it is inevitable. The next PC turn then begins, as everyone deals with what just happened.

Multiple players can choose to invoke the Will of the Force at once, if they wish. The last survivors of a squad meeting their destiny together can be a potent end to a campaign.

A given player can only ever invoke The Will of the Force once per session of play, no matter how many characters they play during that time.

FORCE POWERS

The player characters in PATROL are not supposed to be force sensitive. The entire point is that they aren't special! However, the battlefields of STAR WARS, especially the Clone Wars era, are filled with Force users, so not having some rules about it would be amiss.

These rules are intended to be used primarily, by NPC characters around the players, such as by a Jedi General leading clone PCs, Darth Vader chasing down hapless rebel soldiers, or Kylo Ren having a temper tantrum while player stormtroopers look on in vague disappointment.

BASIC FORCE ABILITIES

If you're a Force User, you have a degree of precognition which makes it a lot harder to hit you. Either you're dodging the shots or the Force is looking out for you. Add 1 Injury Reduction at all times.

You also have a heightened sense of everything around you. You can't be snuck up on; you are aware of anything 10m x Vigilance around you, regardless of Stealth Rating. This includes traps and mines.

Force Sensitives are just straight-up baller in close combat, regardless of weapons. They always count as Skilled with whatever weapon they are using in Melee, and if they are actually Skilled with their weapon, they succeed on 4s as well. Force powers like lightning, pushing, pulling, choking, etc, are considered part of that bonus.

LIGHTSABERS

If you've got a Lightsaber and are Skilled with it, you can deflect blaster bolts away from you. Take 1 Injury Reduction against blaster bolts for every 5 Proficiency you have.

When somebody fires at you with a blaster at Close range, you can deflect blaster bolts back at any other Unit at close range. If you get hit by a shot but your Injury Reduction negates all the damage, pick an enemy Unit at Close to take that damage instead.

FORCE TRICKS

Trained Force users have some other tricks up their sleeves they might be able to use.

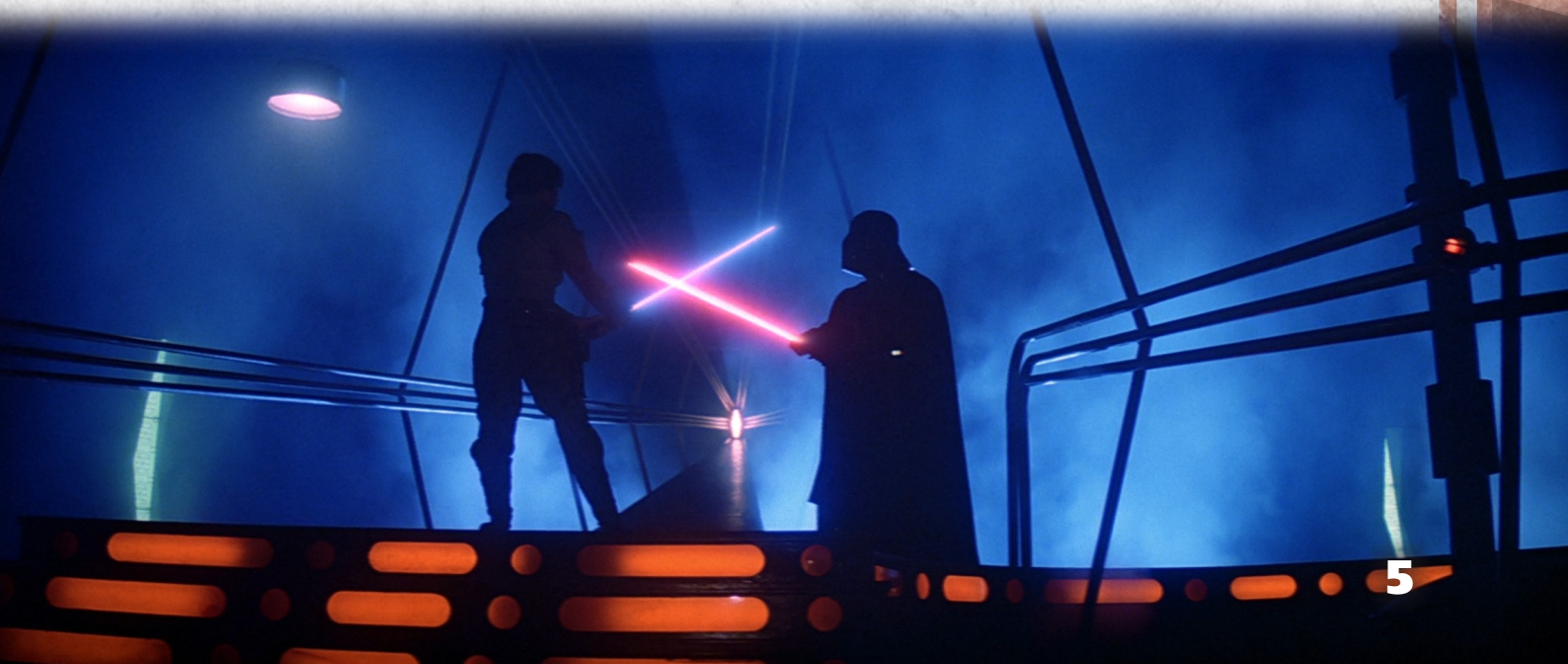
Those trained can use mind tricks to distract or confuse others. As a Minor Action, they can invoke a Mind Trick to cause a Unit to FUBAR their Guard Check, or else just lower their effective Vigilance for detecting them by 4.

Many Force Users can use their powers to move more swiftly and gracefully than others. These characters can ignore terrain penalties outright while moving.

Force Sensitives can sometime guide their shots using their powers, becoming great marksmen. This allows them use a weapon they are Skilled with as though it were Guided.

GREATER POWER

The power of the Force is not constrained merely to these tricks. Ultimately, what a Force User is capable of is up to the GM.



MEDICINE

Medicine in STAR WARS is weird. We don't get a great look at it, but it generally runs on a sort of hodgepodge of mid-20th century adventure medicine tropes and pulp sci-fi. Cybernetic replacement is easy, but many treatments that are routine in the modern day are hard or impossible. Nobody needs glasses, but blindness seems incurable. Respiratory issues abound, and the best way to recover from bad wounds is a dip in some goo.

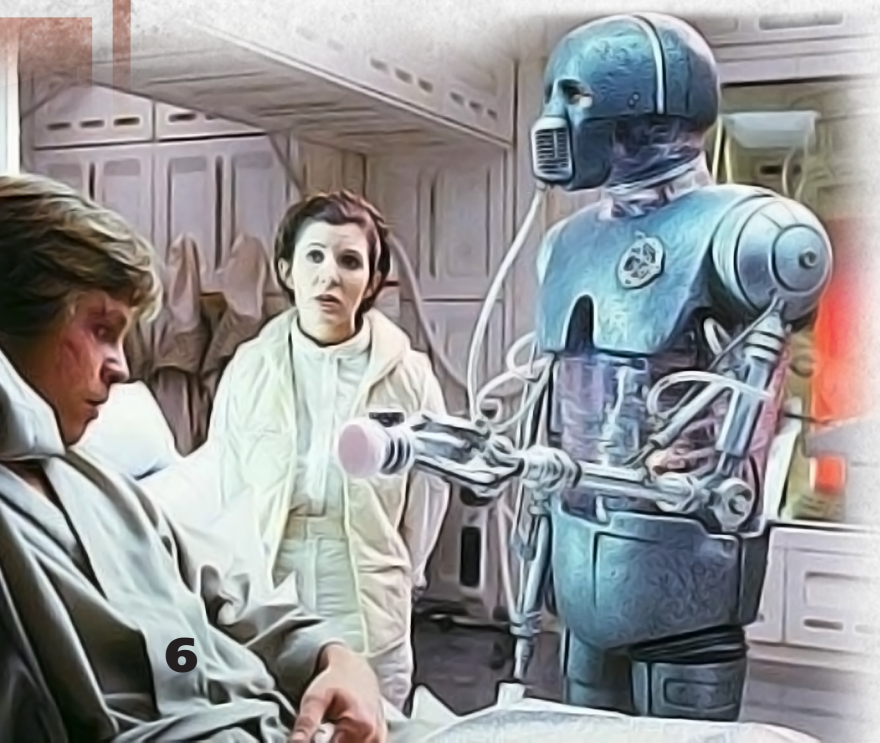
This isn't even to mention the complication of all the different alien species, and what that must do to medical treatment and teaching. What a headache!

ALIEN MEDICINE

For pretty much every species in the Galaxy, battlefield medicine remains the same. Make sure they have clear airways, and if they are leaking, put a stop to that. Thus, Treat Injury, Revive Person, and Stem Bleeding works the same for everyone.

Because blood loss is a much less common problem on the STAR WARS battlefields than our own, the Transfusion action does not exist. Blood types are not important.

Finally, Administer Care is complicated by alien biologies. Your Medicine Skill is now divided by Alien types, as seen on the next page. A Clone Trooper medic might have Medicine (Clone), but be unable to treat a normal human.



COMMUNICATION

The Star Wars universe is packed with many languages, but doesn't use any kind of universal translation technology. Instead, most characters are extremely multilingual, able to understand the language the protagonists (and viewer) speaks, even if they can't speak it themselves.

Thus, the regular language rules of PATROL do not apply. Everyone is always assumed to be able to understand Basic. Those characters who cannot speak Basic are *Basic Mute.* Those characters who can only speak one language are *Monolingual*, either Monolingual (Basic) or Monolingual (Other).

Characters all carry infinite-range comms in headsets, hand units, or built into helmets, so it is never necessary to deal with the radio communication rules unless you want to.

LANGUAGE INTERACTIONS

Issues arise when Monolingual Basic characters meet up with Basic Mute characters. The Basic Mute characters can understand what the Monolingual characters say, but they can't communicate back. The way this is represented in the game is that information simply *can't* get information back across; this isn't like human languages where there are some universal body language to fall back on.

Likewise, when Monolingual (Basic) and Monolingual (Other) characters meet up, the Monolingual (Basic) characters once again can be understood, but won't understand what's being said to them.

Two different Monolingual (Other) characters with different languages, if that ever comes up, would simply be unable to understand each other.

Of course, translators exist. If there's a regular character in the discussion, assume everyone knows what is going on, unless those characters keep mume.

ALIEN SPECIES

The STAR WARS galaxy is chock full of all kinds of weird alien beings

HUMANS AND HUMANOIDS

Humans are the most widespread species in the galaxy, and form a social and political majority. Most aliens, especially those which are successful in a human-dominated society, are close enough to human to split the difference. This could include species like the Chiss, Duros, Twi'liks, Rodians, and so forth.

All Imperial and First Order soldiers are human.

CLONES

Kamino Clone soldiers aren't just replicated humans; they've been tweaked for grow faster, be more obedient, and learn more readily.

Clones gain +1 XP for achieving mission objectives. They have a bio-chip which can override their free will; if they are given a Special Order, they must either follow it or take 5 Doubt and 3 Exhaustion.

CYBORGS

Cyborgs are uncommon, but they do exist. Because STAR WARS is a retro universe which pre-dates modern information technology, cyborgs are blinky-light computer people, and the specifics don't matter too much!

Cyborgs can shut down their emotional processes, reducing all their stats by 3 in exchange for ignoring incoming Doubt.

TINY ALIENS

There are lots of itty bitty aliens out there, from Ewoks and Ugnants to the Talpini.

Tiny Aliens have teeny tiny legs, which makes them a little slower than usual. They can't Quick March, and are capped at 5 dice for Charge or Flee.

Add +1 to their To-Hit value, as they are small targets. They never count as Skilled in melee against larger aliens.

BIG ALIENS

Trandoshans, Gungans, and Drabata all count as Big Aliens; they are larger and stronger than humans, but not truly superhuman.

Big Aliens get one more Injury slot on their play sheet and gain +5 to Fortitude. Add +5 to their base Carrying Capacity. You must pay 3 XP for your character not to be *Basic Mute*.

REALLY BIG ALIENS

Wookies, Gigoran, and other large aliens are Really Big. This gives them a few advantages and disadvantages.

Really Big Aliens are Skilled at Shock Checks, get two more Injury slots, and double their base Fortitude. Add +10 to their base Carrying Capacity. They are too big to use Evade and they cannot wear armour or clothing, though they can wear loadbearing gear. All Really Big Aliens are *Basic Mute*.

DROIDS

A wide variety of Droids are used in conflicts throughout the galaxy, to varying degrees. In the Clone Wars, the Separatist forces consisted almost entirely of battle droids.

DROID BASICS

Droids use a special tracking sheet which records three statistics; Injury, Power, and Doubt. Droids do not become exhausted, thirsty, or hungry.

Droids can be a variety of shapes; you can also use the rules for Alien Species for droids.

Droids have two additional statistics; Battery and Structure. Battery tells you how much Power a droid can use before it forfeits, while Structure tells you how much Injury a droid can take before it is irrecoverably destroyed.

Droids take a point of the Power condition whenever an organic would take Exhaustion. Droids can avoid using Power if they have been Resting for at least 6 consecutive Turns, but otherwise Resting has no effect.

Droids with in-built weapons use a point of Power to reload them instead of power packs.

Droids operate at full capacity until their batteries run out; they do not take any penalties from Power. This includes the Guard Action.

When a Droid forfeits on Power, they are instantly incapacitated. They cannot be revived until they've been recharged. A droid must be plugged into a generator to recharge; Power Packs used by blasters cannot recharge them. Recharging Droids recover 1 Power per Turn.

All battle-worthy droids have a 2+ Armour Save against fragmentation and fire, and a 3+ Armour Save against slugthrowers.

Droids never take Ongoing Damage, but they take Shock Checks and can be incapacitated just like organics. They cannot use Revive Person on themselves; they must be reactivated by another character.

DROID INTELLIGENCE

The longer a droid is left on, the quirker it becomes. Eventually, these quirks manifest as self-awareness and true intelligence. Most of the galaxy sees this marvellous process as an unwanted bug, and will wipe the memory of droids to stamp it out.

Most NPC droids are "dumb" droids. These droids cannot meaningfully be negotiated with, have no Alignment, and do not take Doubt. They also cannot be Suppressed, but instead always count as being Ambushed, as they do not have the sense to take cover.

PC droids, and important NPC droids such as leaders, commanders, or long-suffering administrators, are "smart" droids. They have their own Alignment, take Doubt, and otherwise behave exactly like organics.

If a player wishes to play a "dumb" droid, they can never take advantage of the Will of the Force with that character. The Force cares not if you are flesh or metal, but requires you be an individual if you are going to be a hero.

SPECIAL FEATURES

Many Droids have special features or qualities, like Perks, which are summarized here.

- *Droid Armour*: Many Droids have Armour like vehicles, in addition to Armour Saves. This armour works exactly like it does for vehicles; unless you have high enough AP, the attack is ignored. This allows these characters to Suppression from weapons which cannot harm them.
- *Armless*: If a droid doesn't have arms, it can't pick up or use equipment. Simple as that.
- *Droid Vehicle*: A Droid Vehicle blurs the line between a person and a vehicle. They operate under most regular character rules, but have fixed speeds like vehicles.

DROID INJURY

Droids obviously can't be treated medically the same way as people can. For the sake of simplicity, use all the same Actions for treating damaged droids as you would for injured humans, but use "Droid Repair" instead of the medical Skills.

VEHICLES

Advanced technology creates some strange vehicles in the STAR WARS universe.

MASSIVE VEHICLES

Very large vehicles, due to their immense size, are much more visible. Massive vehicles can effectively always been seen.

These large vehicles are also treated like Large Buildings, though they have no external windows unless otherwise stated.

REPULSORLIFTS

Repulsorlift vehicles simply ignore all terrain penalties or circumstances.

WALKERS

Walkers can pass through shields, and have a single maximum movement speed which they move at in all terrain, in and out of combat.

DROID VEHICLES

Droid controlled vehicles have one "crew", a Droid Brain. It is immune to Shock Checks.

BLASTERS

The most common weapon from across the Galaxy is the Blaster. A directed energy weapon firing a pulse of energy, blasters are, by conventional standards, extremely powerful and flexible weapons, and they can be built in a variety of different configurations.

Because Blasters are so varied in form but similar in operation, Blasters in STAR WARS PATROL are built out of a series of parts, rather than an exhaustive list of every possible type of blaster. Combine the keywords to create your weapon!

BLASTER BASICS

Mechanically, blasters work like Firearms in most senses; they fire using Suppressive or Precision Fire Actions, do Injury to targets they strike, use up ammunition, and so forth.

When you take Injury from Blasters, the difficulty of Shock Checks is increased by 1. Blasters do not cause Ongoing Damage, but FUBARs are still in effect.

Blasters are AP2, and ignore any armour save which does not explicitly stop blasters.

For Blasters, maximum and effective range are the same. Either the bolt dissipates at extreme ranges, or they simply move too slowly to have any hope of hitting a moving target outside their intended range.

Blasters use the Large Charge Track as their ammunition, and reload with Power Packs. Blasters have an Overheat level, which is the maximum amount of ammunition they can use in one Turn. If you go over the Overheat level, the Blaster is disabled for the next turn.

BLASTER TYPES

Broadly speaking, Blasters are divided into five types by size and general shape, represented by the Blaster Core modules in the Equipment section. Skills for Blasters apply to all Blasters of a particular type; if you have Blaster Pistol (Close), you will be Skilled with all Blaster PIstols regardless of doodads.

FIRE MODES

All blasters have special fire modes, which gives them more flexibility, and some blasters are locked on these functions for specific purposes. Firing Modes can be used by declaring you are activating them before using your Action.

High-powered mode allows a blaster to consume a larger charge than usual to hit particularly hard. You must use a Take Aim Action before firing, and you can spend each Success from Take Aim to consume 1 more ammunition, deal +1 Injury, and add +1 AP to the weapon.

Inversely, on low-power mode, the blaster Shock Check difficulty bonus is negated. However, the weapon will count as fragmentation against body armour. This is most frequently used by stormtroopers or droids to allow them to fire into close quarters combat with minimal risk to their comrades.

Stun Mode only works at Close Range. It does not inflict any Injury, but forces the target to take Shock Checks as if the shot did cause Injury. These Checks do not result in Ongoing Damage or FUBARs.

ION WEAPONS

Ion weapons work like Stun Mode, but the effect applies to droids and vehicles. Ion guns always count as doing their AP in damage to vehicles for their Toughness check, but FUBARs are ignored.

If a Very Large vehicle or a repuslorlift vehicle gets disabled by an Ion Weapon, it is destroyed outright. Either the tensor fields holding it together fails and it crunches, or it plows hard into the ground. Ouch.

SHIELDS

Energy shields are often used to protect vehicles and bases in the STAR WARS universe. Though shields do not work very well in atmosphere, they are still common enough that dealing with them is a vital part of any groundside military operation.

Shields come in two types. “Hull” shields hug close to whatever they protect, while “Theatre” shields are projected, usually in a sphere or dome, over an area, while. They generally work on similar principles, but are treated differently in-game.

HULL SHIELDS

Some vehicles, especially starfighters, are protected by Hull Shields, cones or form-fitting envelops of energy which ward off blasters and projectiles by destroying them and radiating the energy outward. Impacts on these shields produce energy which will eventually overload the capacitors, shutting down the shield.

Shields come into play whenever a unit or vehicle protected by a shield would take Injury or Damage. If the shield is still active, it automatically takes the hit instead of the intended target.

Hull Shields consist of four statistics.

ENERGY SHIELD

Resistance	Limit	Recharge	Overload
X	Y	Z	A

The Resistance works like Vehicle Armour; if your weapon has less AP than the Resistance of the shield, then the attack is ignored.

The Limit is the amount of Injury/Damage that a shield can absorb before it fails. Tally up the Damage the shield absorbs; when it exceeds the Limit, the shield goes down. Shields reactivate after 2 Turns.

At the start of every Turn, the amount of Damage the shield has absorbed thus far is reduced by the Recharge.

Finally, the Overload is the maximum amount of damage a Shield can take at one time. If the Overload number is matched by a single attack, the shield instantly fails and the attack carries on without reduction to the target. The attack must still overcome the Resistance.

THEATRE SHIELDS

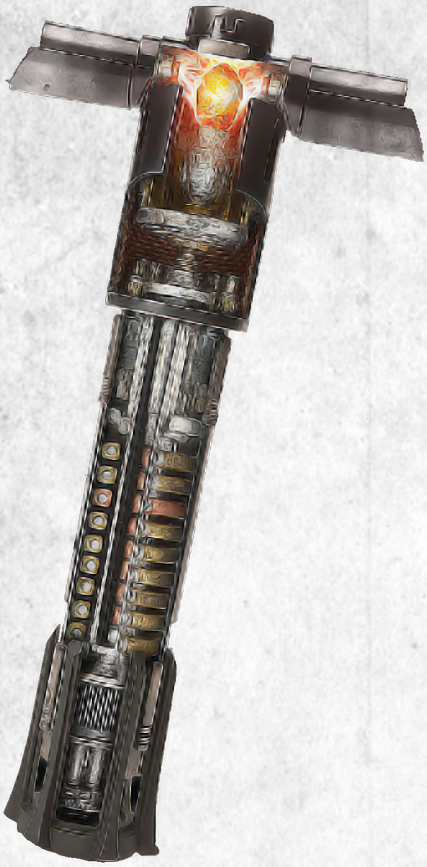
Theatre Shields range from relatively small shields protecting command bunkers to massive fields protecting whole cities, continents, or even entire planets!

Theatre Shields cover a radius from the projector, and work exactly like Hull Shields, except they stop everything being fired from outside the shield at target inside the shield, or vice versa.

Anything with contact with the ground, including infantry, can push through a Shield, treating it like an anti-infantry obstacle. Anything floating or flying is stopped.

GEAR

While gear specific to various factions are contained in their sections, most gear is shared between factions, so it is kept here.



BLASTER CORES

BLASTER PISTOL

Blaster pistols are common throughout the galaxy, many in the hands of private citizens.

Type	Firearm - Blaster		
Weight	1	XP Cost	1

- +1 Attack Bonus.
- Overheat 2.
- Close Range.
- +1 Injury in victorious Melee.

BLASTER CARBINE

After the Clone Wars, shortened carbines became the standard for most troops.

Type	Firearm - Blaster		
Weight	2	XP Cost	1

- +2 Attack Bonus.
- Overheat 2.
- Medium Range.

BLASTER RIFLE

Full-sized rifles are still popular with Rebel troopers for their stopping power.

Type	Firearm - Blaster		
Weight	3	XP Cost	2

- +3 Attack Bonus.
- Overheat 2.
- +1 Injury.
- Long Range.

BLASTER CANNON

Large man-portable blasters like the E-Web are kept on for anti-vehicle use.

Type	Firearm - Blaster		
Weight	5	XP Cost	2

- +3 Attack Bonus.
- Overheat 2.
- +2 Injury.
- 4 AP.
- Long Range.

BLASTER ARTILLERY

The main weaponry of some tanks or infantry emplacement are massive blasters.

Type	Firearm - Blaster		
Weight	15	XP Cost	2

- +3 Attack Bonus.
- Overheat 3.
- +3 Injury.
- 6 AP.
- Long Range.
- Requires Tripod or Gun Carriage.

BLASTER MODS

HEAVY

Though blasters are more than a match for most practical body armour, vehicles, large droids, and shields sometimes require more.

Type	Blaster Mod		
Weight	1	XP Cost	1

- +1 Injury
- x2 AP

PRECISE

Blaster accuracy is good, but often impeded by slow-moving bolts. Speeding up the bolts make it easier to track targets at long range.

Type	Blaster Mod		
Weight	1	XP Cost	1

- Double Precision Fire Attack Bonus.

REPEATING

Making a proper repeating blaster requires a sizable investment in cooling and capacitors.

Type	Blaster Mod		
Weight	1	XP Cost	1

• Double Suppressive Fire Attack Bonus.

COOLED

Blasters generate large amounts of waste heat; storing or dumping that heat can be downright dangerous.

Type	Blaser Mod		
Weight	1	XP Cost	1

• Double Overheat.

TRIPOD

Blaster accuracy is good, but often impeded by slow-moving bolts. Speeding up the bolts make it easier to track targets at long range.

Type	Blaster Mod		
Weight	5	XP Cost	1

• Double all Attack Bonuses.
• Weapon is now a Multi-Part Weapon.

DISRUPTOR

Frequently made illegal, Disruptors are short ranged and high-powered blasters that can disintegrate atomic bonds.

Type	Blaster Mod		
Weight	1	XP Cost	3

• Triples Damage bonus.
• Triples AP.
• Precision Fire Only.
• Weapon uses all ammo in one shot.

ESCOPE

Short electronic sights help acquire targets quickly, and can be linked to helmets.

Type	Blaster Mod		
Weight	1	XP Cost	1

• +5 to Take Aim at Close and Medium

BODY ARMOUR

As armour that stops blasters is almost unheard of, most body armour is instead designed to stop shrapnel. This greatly mitigates the effects of artillery on infantry formations, giving close-range infantry engagements much greater weight in the STAR WARS universe.

LIGHT ARMOUR

Most light armour consists of cloth vests or jackets with plastoid or fibreflim inserts. It won't stop a blaster by any means, but it could save your life against fragments.

Type	Wearable - Armour		
Weight	3	XP Cost	1

Body Armour.
• 4+ vs. fragmentation.
• 5+ vs. slugthrowers.

MEDIUM ARMOUR

Usually consisting of a solid plate covering the torso, with padding.

Type	Wearable - Armour		
Weight	6	XP Cost	3

Body Armour.
• 3+ vs. fragmentation.
• 4+ vs. slugthrowers.
• 6+ vs. blasters.

HEAVY ARMOUR

Heavy plastoid armour with full undersuits covering most of the body, Heavy Armour is rare, worn only by the most dedicated assault troops and some dangerous bounty hunters.

Type	Wearable - Armour		
Weight	8	XP Cost	6

Body Armour.
• 2+ vs. fragmentation.
• 3+ vs. slugthrowers.
• 5+ vs. blasters.

EXPLOSIVES

All Standard explosives are still available and work exactly they do in the normal rules, but there are some exceptional explosives that should also be covered.

DROID POPPERS

These small EMP bombs were very popular with Clone soldiers against Droid enemies.

Type	Grenade		
Weight	1	XP Cost	1

Hand Grenade.

- Inflicts 1d6 Injury to Droids only.
- Against Vehicles, forces Damage roll, DC 3, or vehicle is disabled for 1 Turn.

PROTON GRENADE

Used for demolition, Proton Grenades are fairly uncommon and dangerous.

Type	Grenade		
Weight	1	XP Cost	2

- Counts as a Satchel Charge.
- 2s do not count as Failures.

MICRO-CHARGE

Demolition Charges are much smaller than modern models, so they only weight 1. This allows individual soldiers to carry massive amounts of explosive power on their person.

DETONATORS

All detonators in the STAR WARS verse are wireless, and connected to a detonator when planted. Detonators have a range of 2+1d6 kilometers; roll when you try to detonate. You can try a detonator once per Turn.

THERMAL DETONATOR

Using this fusion explosive in direct combat, instead of for intimidation or demolition, is often considered suicide.

Type	Grenade		
Weight	1	XP Cost	1

Hand Grenade.

- Adjustable radius, between 20 and 50m
- Everything within that range from the target with less than 4 Armour is simply obliterated. At twice range, take 1d3 flame Injury.
- On a FUBAR, center detonation on thrower.
- Can be set on a 1 Turn timer.

MEDICAL GEAR

Bacta is a wonderful substance. Even in small amounts applied as a salve or spray, bacta slows bleeding, aids respiration, and sooths burns. After invasive surgery, deep burns, or traumatic injury, immersion in the stuff can save your life by disinfecting and accelerating natural healing processes. It's a bottled miracle.

MEDICASE

Many soldiers carry medical kits like this. Containing a simple Bacta foam spray, it can be applied directly to a wound.

Type	Supplies		
Weight	2	XP Cost	1

When consumed with a turn of Rest from the patient, removes 1 Injury. No other Action is required to employ it. A person can only use one Medicase per six Turns.

BACTA BOMB

One of the stranger devices of the Galactic Civil War, a Bacta Bomb is a sort of hand grenade that bursts into areosolized bacta. It could clear airways and slow bleeding while the medic made their way to the wounded.

Type	Grenade		
Weight	1	XP Cost	2

Target a unit with Throw Grenade. Struck targets get +3 on Revive Person, Stem Bleeding, or Treat Injury targeted at them this Turn.

MELEE WEAPONS

Even in the future-past, hitting things with stuff is still a good way of killing people.

LIGHTSABRE

A more elegant weapon of a more civilized age, the kyber crystal powered lightsabre can cut through anything.

Type	Melee Weapon		
Weight	1	XP Cost	Infinite

- +8 in Melee
- Ignores all armour, cuts directly through vehicles.
- If you win lethal melee, the enemy dies.
- If you win subdue melee, the enemy loses a limb, your choice.

STUNNER

Ranging from self-defense weapons to repurposed arc welders on astromechs, electric stunners are common.

Type	Melee Weapon		
Weight	1	**XP Cost**	1

- +4 in nonlethal Melee

SHOCK STICK/TONFA

First developed by the CIS as an anti-Jedi weapon for Magnaguards, it was later developed into the feared Shock Tonfa of the First Order. This weapon can stun a target, deliever a lethal electric shock, and is one of the few things can can stop a lightsabre.

Type	Melee Weapon		
Weight	4	**XP Cost**	4

- +6 in Melee
- When used vs. a Lightsabre, reduces enemy melee bonus to +0.

ARTILLERY

Indirect-fire artillery is much less common in the STAR WARS universe due to the use of energy shields and personal armour. You can simply use the artillery profiles in the core PATROL book.

Some specialized Artillery pieces, especially rocket artillery, will fire Guided projectiles, and will thus hit on a 4+.

MUNITIONS

All the regular munition types are still used, but you can do some renaming. High Explosive becomes Concussion, Shaped Charge becomes Proton. Armour Piercing artillery would be a Railgun. Proton munitions have 2d6 Penetration, Railguns have X+1d6 AP.

There are also Ion Shells and Ion Bombs, which work like a shell of another type (as is appropriate to their role) but only damages Droids and only disables Vehicles without actually harming their crews or carrying the risk of FUBAR.

Any shells fired in orbital support are always Massive, because ship guns are huge!

OTHER WEAPONS

Rocket Launchers, Disposable AT Weapons, and RPG launchers are always Guided weapons. Double the AP value for all these weapons and AT grenades.

The standard weapon profiles can be used to represent Slugthrowers.

Recoiless Rifles can be used with their standard rules. They come to represent specialized blasters, small artillery, or field railguns. Their ammo does not suffer the +1 Weight penalty these weapons do in regular play.

Flamethrowers and Incendiary Projectors are still valid weapons, and work as normal.

WOOKIE BOWCASTER

The feared weapon of the Wookies, this hybrid projectile blaster hits with immense lethal force.

Type	Firearm - Special		
Weight	6	**XP Cost**	8

The Bowcaster counts as a Grenade Launcher firing Concussion Grenade. It uses a Battery to do so, consuming 3 Charges per shot. If you are less than Fortitude 10, firing a Bowcaster gives 1 Exhaustion.

NARCOTICS

All the standard Narcotics are still valid. They simply become known as “Spices”, which is the stand-in for real world drugs in the STAR WARS universe.

ELECTRONICS

The People Sniffer becomes a piece of standard Equipment instead of a backpack, and only weighs 3. It is still just as unreliable.

The Intruder Detector and its pieces become completely wireless.

All characters are assumed to wear small portable radios that keep them connected to one another over infinite ranges. Signal management is never a problem unless the GM needs it to become one.

SPECIAL GEAR

Here's some unique gear that you might find in a Galaxy Far Far Away.

JET PACK

Jumpjet packs have been used by special forces and mercenaries for centuries, beloved for the mobility they offer.

Type	Wearable - Backpack		
Weight	6	XP Cost	10

Filled with 5 Fuel, as a Minor Action you can consume 1 Fuel to jump up to 150 meters, completely ignoring all terrain in the way.

BALLISTIC SHIELD

Reinforced with special alloys and energy screens, ballistic shields are sometimes used by special task units to protect against incoming fire.

Type	Equipment		
Weight	5	XP Cost	4

When deployed as a full action, gives a 3+ save against blaster fire, which can be taken in addition to regular armour saves. The user may use Walking Fire and advance with the shield active. Otherwise, the shield improves your Armour Saves by 1. In Melee, the 3+ armour save always applies, but it prevents the use of other weapons.

ASCENSION CABLES/GRAPNELS

Mobility aids in the form of liquid or microcable are commonly used by forces expected to operate in space.

Type	Equipment		
Weight	-	XP Cost	1

When used as an Action, allows the user to enter a large structure through any window or entrance on any floor.

PERSONAL SHIELD

Though rare, personal energy screens do exist, and are used by some specialists.

Type	Equipment		
Weight	6	XP Cost	8

Gives the user an energy shield with the following profile.

Resistance	Limit	Recharge	Overload
3	4	1	3

SPEEDER BIKE

Repulsorlift-equipped single-person bikes, Speeder Bikes allow for rapid movement over any terrain, and are often armed.

Type	Equipment		
Weight	16	XP Cost	8

Offers quadruple movement speed when ridden, over any terrain, carrying one or two users. Powered by batteries, it consumes 3 charge per turn when used. Only has weight on turns when it is not powered.

Is armed with a Blaster Rifle it can fire from its own battery charge as a Minor Action.

QUADNOCULARS

Electrically-powered digital scopes which take in light from across the electromagnetic spectrum. They are bulkier than traditional optical scopes, however.

Type	Equipment		
Weight	3	XP Cost	3

Acts as a pair of binoculars, but gives +8 to Observation instead, and negates the Stealth Rating from nighttime conditions.

COMMON DROIDS

ASTROMECH

A small droid, usually cylindrical with a rotating head on top, packed with technical knowledge and tools.

Fortitude	Vigilance	Proficiency
5	5	5

Alignment
-

Skills
Handyman, Defuse, Electronics, Explosives

Equipment
In-Built Toolkit, Hologram Projector, Stunner

Droid Capabilities
Dumb Armless, 3 Injury, 8 Battery
Double speed on roads.

Behaviour
Astromech droids try to stay out of the way as much as possible, though they are known for being brave to the point of recklessness. Some even disobey orders to get the job done, whatever it is they perceive the job to be.

PROTOCOL DROID

An awkward metallic humanoid, trying to keep its head down and do what it can. Which isn't much.

Fortitude	Vigilance	Proficiency
3	6	1

Alignment
-

Skills
Diplomacy

Droid Capabilities
Dumb Humanoid, 3 Injury, 8 Battery

Behaviour
Protocol droids act as butlers and translators, and thus have little value on the battlefield. They simply aren't programmed for these circumstances, and will try to stay out of the way, but cannot help obeying any order they are given by just about anyone.

BATTERY DROID

GONK. GONK.

Fortitude	Vigilance	Proficiency
3	1	-

Alignment
-

Droid Capabilities
Dumb Armless, 3 Injury, Infinite Battery
Produces up to 3 fully-charged Batteries from a turn.

Behaviour
A Battery Droid is little more than a pair of legs and a portable reactor. Though not terribly smart, their ability to recharge equipment and batteries makes them an invaluable member of any support crew.

PROBE DROID

A skeletal humanoid or multi-armed cylinder, these droids have advanced processors and extensive medical protocols, plus a programmed selflessness and attention to detail.

Fortitude	Vigilance	Proficiency
5	25	-

Alignment
-

Skills
Stealth, Eagle-Eyed

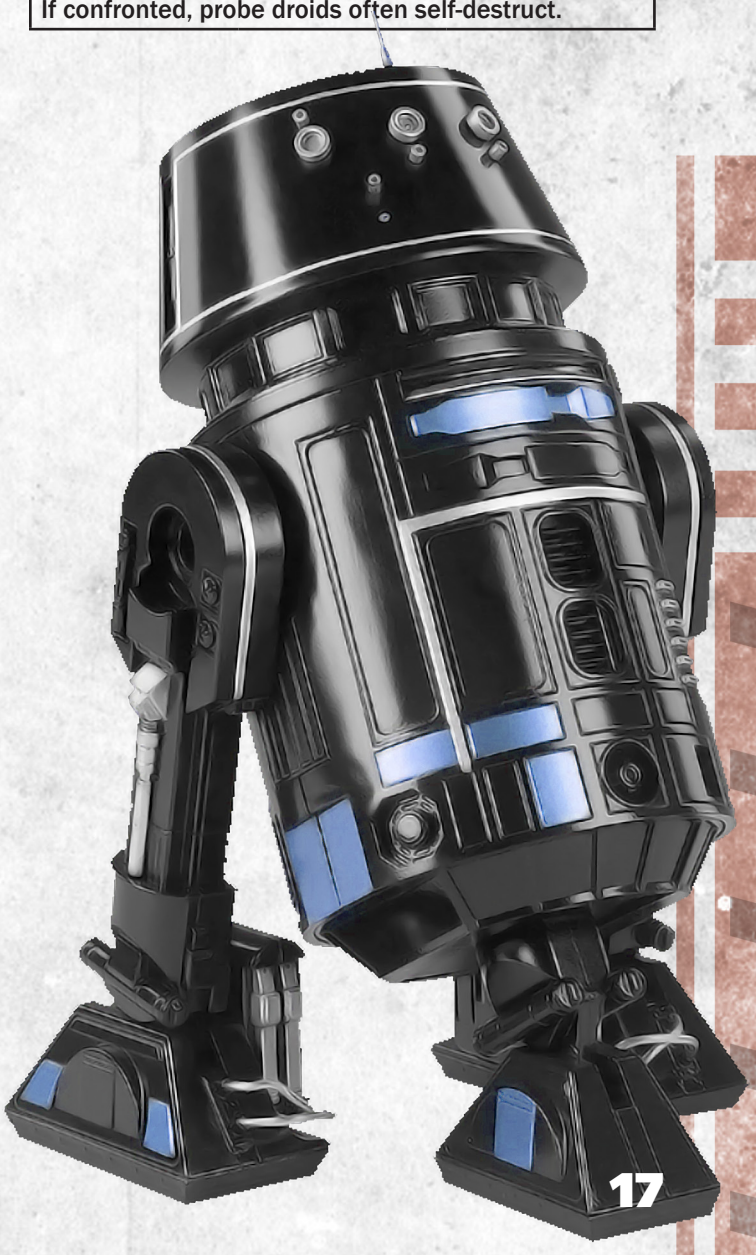
Equipment
Blaster Pistol, People Sniffer, Radio Telephone

Droid Capabilities
Dumb Droid, 3 Injury, 30 Battery

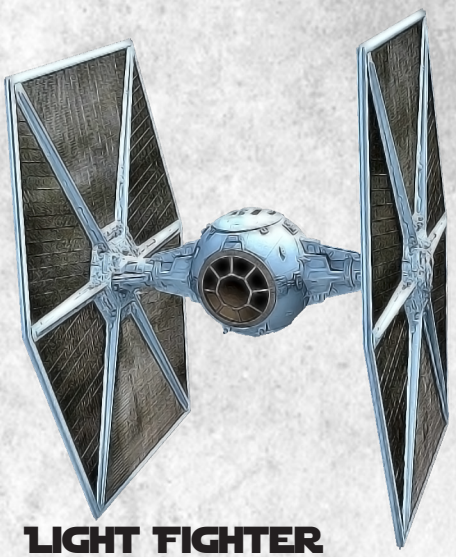
The Probe Droid operates on a Repulsorlift, so ignores all terrain.

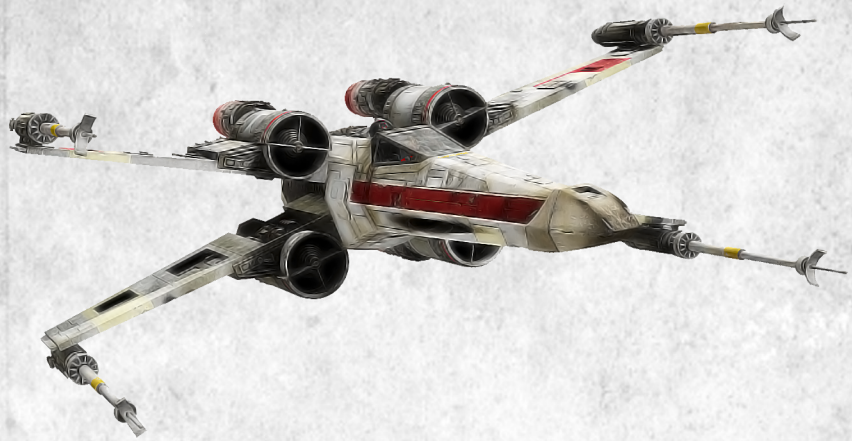
Behaviour
Probe Droids are used by various factions to spy or scout on one another. These droids send constant streams of encrypted data back home as they move, analyzing everything for signs of the enemy.

If confronted, probe droids often self-destruct.



SNUBFIGHTERS





LIGHT FIGHTER

Light fighters are designed to swarm airspace and win through numbers. Representing the TIE, V-Wing, Z-95 Headhunter, V-19 Torrent, Vulture, Snowspeeder, and Tri-Fighter.

Type: Airplane	**Weight:** 800

Speed	Fuel	Storage
10km/1kkm	1/8	5
Armour	**Toughness**	
1	10	

Pilot	
Type	In
Visibility	10
Capacity	30
x2 Blaster Cannon Radio Telephone	

MODELS

TIE Fighters, V-Wing, Torrent
Stock

Tri-Fighter
Droid. Armed with 1 Heavy Blaster Cannon.

Z-95 Headhunter
Add a TOW launcher, 4 High Explosive rockets, an Ion Blaster Cannon, and shield.

Resistance	Limit	Recharge	Overload
3	4	1	3

Vulture
See page 49 for details.

Snowspeeder
Rear gunner with Blaster Cannon and the TOW cable.

HEAVY FIGHTER

Heavy fighters carry many different weapon systems so they can fill many roles. Represents the X-Wing, TIE Defender, TIE/SF, ARC-170, and N-1 Starfighter.

Type: Airplane	**Weight:** 1200

Speed	Fuel	Storage
8km/800km	1/18	15
Armour	**Toughness**	
2	12	

Pilot	
Type	In
Visibility	10
Capacity	30
x2 Blaster Cannon TOW x4 Missiles	

Astromech	
Type	On
Visibility	-
Capacity	-
Radio Telephone Binoculars	

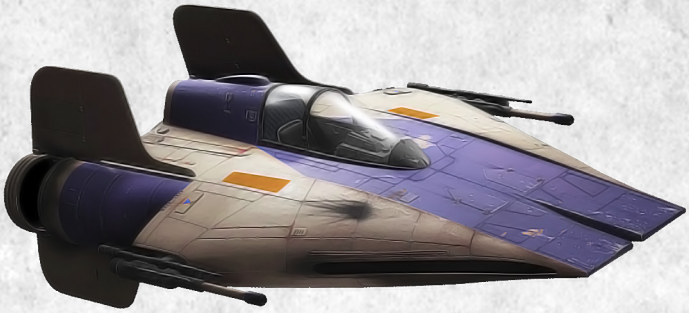
Resistance	Limit	Recharge	Overload
3	6	2	4

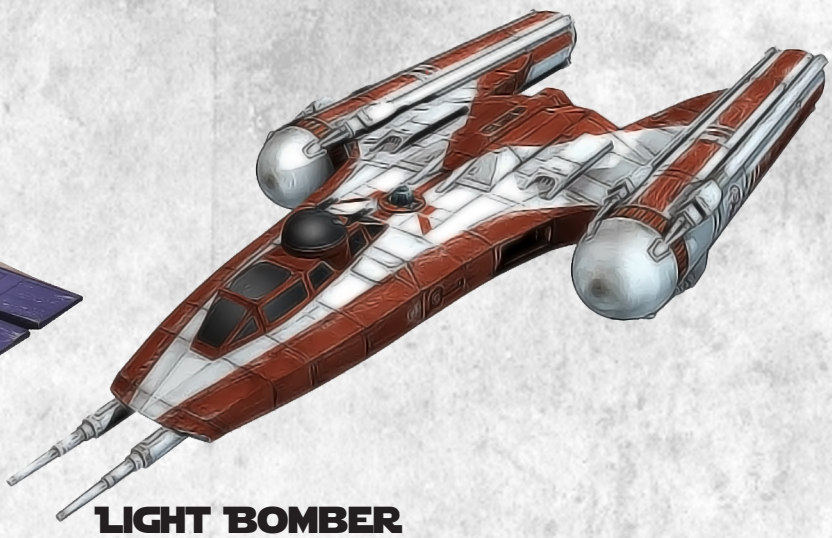
MODELS

X-Wing, N-1, TIE Defender
Stock. Defender does not have astromech.

TIE/Special Forces
Replace astromech with gunner, controlling a second set of Blaster Cannons and the missiles. Half the missiles are Ion missiles.

ARC-170
Add two gunner seats. Forward gunner controls missiles. Aft gunner has a second set of Blaster Cannons.





INTERCEPTOR

Interceptors are extremely fast ships with rapid-firing guns for chasing down incoming ships. Representing the TIE Interceptor, A-Wing, Aethersprite, and Actis.

Type: Airplane	**Weight:** 800

Speed	Fuel	Storage
15km/2kkm	1/6	5
Armour	**Toughness**	
1	8	

Pilot	
Type	In
Visibility	12
Capacity	30
x2 Repeating Blaster Cannon Radio Telephone	

Resistance	Limit	Recharge	Overload
3	4	2	3

MODELS

A-Wing
Add a TOW Missile with x4 HE or AP Missiles.

Tie Interceptor
No shield, +1 Repeating Blaster Cannon.

Aethersprite, Actis
No Shield. Add the Astromech slot from the Heavy Fighter.

LIGHT BOMBER

These craft carry large amounts of heavy ordinance. Representing the Y-Wing, B-Wing, B/SF-17 Resistance Bomber, TIE Bomber, and the Hyena Bomber.

Type: Airplane	**Weight:** 2000

Speed	Fuel	Storage
5km/500km	2/15	30
Armour	**Toughness**	
3	15	

Pilot	
Type	In
Visibility	10
Capacity	30
Blaster Cannon x4 Large Bombs/x6 Medium Bombs x2 TOW Missile w/ 8 Missiles Radio Telephone	

Resistance	Limit	Recharge	Overload
4	8	1	6

MODELS

Y-Wing, B/SF-17
Gunner seat w/ Blaster Cannon, Astromech. For a late model Y-Wing, take -1 Armour and add an Ion Blaster Cannon.

B-Wing
Stock

TIE Bomber
No shield, Speed to 8km/800km.

Hyena Bomber
Functions as a vulture droid (page 51).

WORLDS

In STAR WARS, planets are treated like fantasy kingdoms, having a single dominate environment and culture for ease of understanding, and usually with a single capital city as well. Most of these environments can be covered mechanically by the rules PATROL uses, but if you want to get more extreme, these rules are for you.

ECUMENOPOLIS

Most cities in STAR WARS are just regular cities, often appearing less developed than ones in the modern-day real world, but others are massively overbuilt. Worlds like Coruscant, Nar Shaddaa, and Taris were ecumenopoli, cities that encompassed the entirety of the global in unbroken urban sprawl.

In these circumstances, there are no distinct buildings; it's just masses of terrain broken up by streets, piled endlessly atop each other. Rooms and individual structures don't matter, especially once artillery gets to work...

To represent this, draw your map in blocks of streets and "urban space". Urban space represents buildings or clusters of buildings, but are treated as terrain, not structures. This terrain counts as Dense Terrain for vision, but also caps maximum vision to 50 meters, and those on the street cannot see deeper than 10m into the urban space. It is also Difficult Terrain at -3 Move.

Urban Space has a number of altitude levels; 2 or 3 should be sufficient. This represents moving up or down a number of floors. This doesn't change how units attack one another, but there is considered to be 20 meters between floors, so it keeps units separated and at arm's length for the purposes of melee, ranged attacks, and vision.

Units can move relatively freely between floors and urban areas; its presumed you find or create doors, windows, ladders, stairs, and so forth, the difficulty of doing so being the movement penalty.

WATER WORLDS

If you want to recreated the Mon Calamari campaign of the Clone Wars, or devise your own underwater adventure, you'll have to do some wild stuff. It's doable, but you'll be stretching the system ot its limits.

For a starter, any troops participating are going to need appropriate equipment and training with SCUBA gear; you can just treat that as a modification to their existing gear. Likewise, your armour or uniform will work like a Wetsuit.

You'll be moving with Swim moves, of course, which will make you rather slow. Depth works like altitude, with depth subbing in for Atltude. From shallowest to deepest, we have Surface, Shallow, Deep, Very Deep, and Abyssal.
As a successful Swim action, you can ascend or descend an depth level. If you FUBAR, you automatically descend a level.

Regular characters can only go Deep; below that the pressure will simply be too much. Specialized creatures for aquatic environments can go to Very Deep, and vehicles can go to the Abyssal level.

Simply reflavour equipment to match the new environment. Speeder bikes can be sea scooters, tanks can become small submarines, and so forth.

FIGHTING IN SPACE

There's two kinds of fighting in space; fighting inside a ship, and actually fighting in the void.

A ship is just a very, very large Large Structure, so you can treat it exactly that way. The Steps system will break down, so imposing a limit (5 Steps per Turn, for example), will allow you to do a proper fight over a very large space, like the inside of a frigate.

This game isn't really suited to fights in deep space, but if you're fighting across the surface of a ship or something, vacuum suits are pierced and the target dies instantly if anyone takes 2 Injury in one go.

THE CLONE WARS

The Clone Wars was the galaxy's first all-out war in a thousand years, pitting the rebelling Confederacy of Independent Systems against the Galactic Republic. The war ended with the CIS destroyed and the Republic in collapse, reforming into the Galactic Empire and plunging the galaxy into darkness.

The tactics and equipment of the Clone Wars was defined in large part by inexperience on both sides, with nobody quite knowing how a large-scale battle should be fought. Wars on planets were rare, between systems even rarer. Most wars were limited affairs settled quickly by arbitration by Jedi, and rarely involved industrial forces of long-term attrition.

Thus, a lot of harsh lessons had to be learned by both sides during the Clone Wars. This was not helped by the fact that the war was fought primarily by proxy, using clones and droids instead of soldiers recruited from the population of either side. There was no great scandal when divisions were lost foolishly from inexperienced command or poor tactics. Armies had to conduct their own internal reviews of strategy under harsh political restrictions, and were frequently hamstrung by lack of public support for anything but ending the war quickly. The soldier on the ground paid dearly for this lack of vision.

FAMOUS BATTLES

The Clone Wars was unimaginably large in scale, engulfing entire sectors.

- At Geonosis, the new Clone Army saw its first deployment against Sepratist forces. 200,000 clones descended on the planet, bringing all their experimental equipment with them, and were faced with a host of freshly-manufactured droids.
- At the planet Christophsis, Clone troopers confronted a Separatist occupation force in dense urban sprawl.
- On Ryloth, the CIS and GAR battled for the hearts and minds of the population, resulting in a Republic victory which would lay the groundwork for an Imperial occupation of the planet.
- The alien jungle world of Felucia traded hands more than once as forces ground into one another over control of the planet's medical value and trade route.
- Above Coruscant, the CIS launched a daring raid that captured the Supreme Chancellor. Crashing ships led to cleanup operations chasing droids through packed streets.
- In the Outer Rim Sieges, the Republic slowly ground the life out of the CIS at Utapau, Cato Neimoidia, Kashyyk, and dozens of other worlds.
- At the Jedi Temple, the 501st Legion, led by Anakin Skywalker, exterminated the bulk of the Jedi Order as Order 66 saw clone soldiers across the galaxy turn on their Jedi commanders.

MISSION SEEDS

- As a detachment of newly-minted clone soldiers at Geonosis, take part in an airborne assault of an outlining hive city, infiltrating under the cover of air support and moving in to disable the droid factory before being overwhelmed.
- As battle droids in the same battle, fight a doomed rearguard action defending the escape of your masters from an isolated hanger. Every turn you survive buys more time to get away valuable equipment.
- As either clone or droid soldiers, undertake a patrol mission on Ryloth, trying to win the support of the Twi'lek population. With clones, this can be very serious, examining poverty, discrimination, and the gulf of life experience between clone soldiers raised in a lab and real beings. With droids, this will be downright *hilarious.*
- As BX Commando Droids, don Clone Trooper armour and infiltrate their lines, getting as deep as possible before attempting to destroy logistics elements, assassinate a Jedi commander, or sabotage a base.
- As ARC troopers, battle your way into a droid command ship to take over the command signal, than escape as the droids turn on one another.
- As Clone Troopers, deploy to an inhospitable environment on a strict time limit to rescue a wounded Jedi and their clone squad. Face a dilemma as command does not send a large enough craft to evacuate you, the Jedi, and the wounded clones. Confront your own expendability.
- As a small clone garrison on a backwater world, bear witness to a full-scale droid invasion. Make your way a great distance to a backup communication system and make your report to HQ.
- As Naboo security and Gungan militia, engage in a one-sided guerrilla resistance as you wait for the Queen to return from the Senate. Try to rescue civilians from the concentration camps and fade back into the swamps.
- As experienced Clone troopers, try to train a local resistance force whose zeal and distrust get in the way with every step.
- As droid soldiers, occupy a similar planet. Deal with insurrection, protests, and desperate people. Enforce harsh orders or find common ground.
- As droid soldiers, rebel against your masters. Cut down or capture your organic commanders, free droids owned privately by the citizens of the planet you occupy, and deal with the impending threat of incoming Republic forces by diplomacy or violence. Play B1 droids sudden elevated to command status by the revolution.
- As troopers in an isolated base, something is amiss outside just as communications go down. Do you go out and patrol, or hunker down and wait for the storm to pass?
- As Clone Troopers, you are led into battle by a young padawan barely older than you are, with no training or experience for war. How do you handle their orders and mistakes? How do you teach them? How do they teach you?
- As clones, take a squad to Umbara and patrol the deadly fog. Survive, if you can.
- As Order 66 comes down, carry out your orders, and deal with the aftermath.
- As Order 66 comes down, refuse the order, and deal with the aftermath.

GRAND ARMY OF THE REPUBLIC

The Old Republic had gone centuries without having a standing army. The Republic Fleet was the grandest in the galaxy, more than enough to deter any would-be conquerors. Planets maintained their sovereignty with their own militias and guards. When there was tension between worlds, the Jedi Order would step in, and always seemed to find an amicable solution. The galaxy was at peace.

Or so it seemed, from the distant towers of Coruscant. Though there were no vast wars between worlds, the Pax Galactia had been an illusion for decades before the Clone Wars broke out. The Republic Fleet was a shadow of its former self, with many of their mightiest ships decades or even centuries out of date. The Senate was locked in pointless procedure and had not rendered a useful decision in living memory. The Jedi Order had grown complacent.

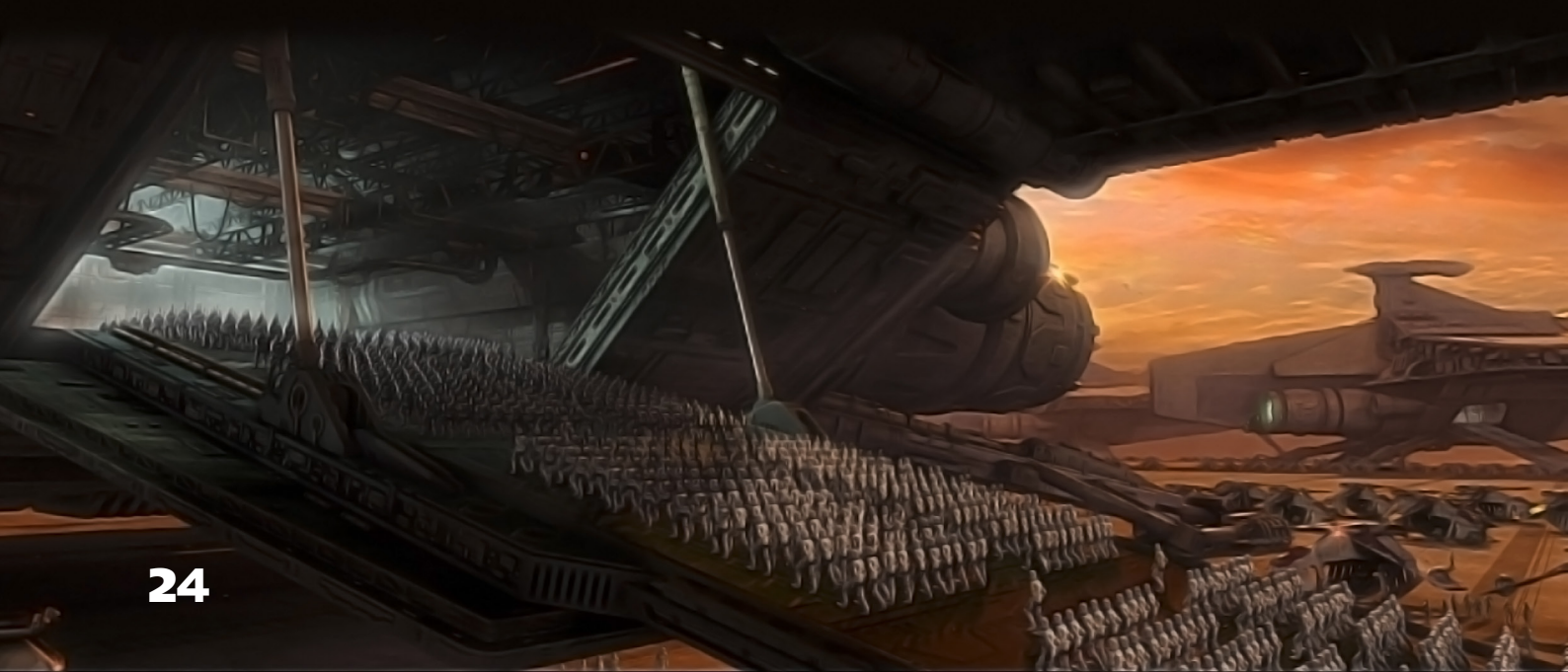
Into this vacuum of power, war slipped in, quietly at first. Dozens of petty totalitarian governments rose and squabbled in the Colonies, while organized crime and piracy ruled the Outer Rim. Vast star-spanning corporations controlled powerful fleets and armies, using them to bully debtors and foreclose on whole worlds.

GROWING DARKNESS

The blockade of the planet of Naboo by the Trade Federation proved a turning point for the Republic, though the true ramifications would not be known for decades. The blockade was, at the time, completely routine, simply part of doing business in the Outer Rim, and it was largely ignored by the Galaxy at large. The Senate did not even take particular notice, simply flagging the incident for the Jedi Council to deal with.

The blockade was orchestrated by none other than Senator Palpatine of Naboo, in his guise as Dath Sidieous, who hoped to escalate the incident as a means of gaining sympathy in the Senate for his run at Chancellor, on a platform of bringing the Corporate Sector in-line and centralizing power to his office. He made many preparations for this, including placing a massive order with the reclusive cloners of Kamino which would be timed for his rise to power.

However, the incident spiralled well out of control, and Palpatine was forced to adapt, spinning the unexpected arrival of Naboo's young queen into an immediate vote of no-confidence and seizing control of the Chancellorship. Made popular by his actions, and claiming credit for the resolution of the Naboo Crisis, he would now have to bid his time. He set about using his alter-ego to create a new and more existential threat to the Republic by supporting and coordinating Separatist sentiment in the Outer Rim.



GEONOSIS

A decade later, the pressure on the Senate was immense, with the Separatist movement strong enough to fracture the galaxy. War seemed inevitable, and the Senate busied itself debating the raising of an Army of the Republic to defend against the possibility. Though new ships were commissioned for the Navy, and armoured vehicles built and stored for future use, no soldiers were raised to man them. Palpatine himself made a point of arguing against recruiting any sort of army, giving him a reputation for even-handed pacifism he would later exploit.

The war finally came to a head on the world of Geonosis, where the Separatists Alliance formally resolved to pursue a war footing and began consolidating their forces into a massive droid army. Jedi Master Kenobi, his apprentice, and the senator for Naboo were on the world, covertly investigating the droidworks there, when they were captured, scheduled for execution. The Jedi Order attempted a large-scale rescue operation, but it was botched due to inexperience, leading to many members of the Order being cornered in the arena by a large droid force.

At the last moment, however, Jedi Master Yoda arrived at the head of the Republic Navy, which smashed through Separatists defences and plunged through the Geonosian atmosphere to deliver thousands of white-armoured soldiers to the desert sands, supported by gunships and walkers. The Clone Wars began with a surprise victory for the Republic, won by these mysterious warriors.

This was the Kaminoan Clone Army, the force that would later give their name to the war.

THE CLONE ARMY

The Kaminoans were a reclusive and secretive people, deeply obsessed with genetic engineering and artificial life. When the climate of their world shifted in the distant past, the Kaminoans had radically modified their own genetics to survive.

This gave the species a unique outlook on life, morality, and their place in the universe, one which isolated them from the greater galactic community. To them, life was nothing but organic machinery, to be manipulated, created, and destroyed. They created a complex caste hierarchy inside their own species, modified their family lines to excel in chosen roles, and even cloned their leadership for generations to promote stability. They used their expertise in the biological sciences to create specially crafted organisms for discerning clients, without concern for the purposes their creations were put to.

Senator Palpatine's order for a clone army was not unusual for the Kaminoans, as they had many times produced such forces as elite guards for royalty, but the scale of the project and the resources afforded to them was. Palpatine's order was ongoing, and called for untold millions of soldiers to be produced. The first year, ten thousand clones were created on the genetic template of Mandalorian bounty hunter Jango Fett, as many as the existing clone lines would allow. The next year, a million more. The year after that, a hundred million.

Though the clones were outwardly human, their genetics were heavily modified. They matured at twice the rate of humans, and modifications were made to make them tougher, stronger, and faster to recover than regular humans. Their minds were also altered, making them quick learners and prone towards unquestioning obedience, as well as reigning in any rebellious tendencies. They were the perfect soldiers, according to the standards of the Kaminoans.

The final detail was an implant, placed just inside the skull of every infant clone and worming its way into their brain. A sort of organic switch, the bio-chip was linked via hypnotic suggestion to a list of 150 general orders programmed by Chancellor Palpatine. Though outwardly appearing to be a set of useful contingency orders, only one of these orders was ever intended to be used by the original creator.

PLAYING CLONES

The first decision you need to make while playing Clone soldiers is what era you wish to represent. Early in the Clone Wars, things were still a bit tense between the Clones and their Jedi commanders, and the clones did not yet exhibit the individualist spirit

Mechanically, the difference between these two eras is which mark of armour you wear.

PLAYING CLONES

The first thing you'll need as a Clone is a service number. After you've got that, go around the table and give each other nicknames; you can't pick your own nickname! It's not how things are done.

During the Clone Wars, the galaxy was still in the process of rediscovering small-unit tactics and figuring out how infantry should fight on the battlefield. So soldiers were all armed and trained to a single standard, outside of a small number of commando units, expected to fight in a large mass like a Napoleonic battalion.

Thus, there are no MOS. You are simply a Trooper, identical to all other Troopers. Any individuality you want to express, you'll have to create.

BASICS

Clones are 8-8-8 characters, and begin play with no XP in extra equipment. As a Phase One clone, you are armed and trained as follows.

Skills	
Guard	
Prepare Position	
Blaster Rifle (Medium)	
Blaster Carbine (Close)	
Hand Grenade	
Equipment	
MK.I Clone Armour	10
MK.I Helmet	2
Footwear	0
Webbing Belt	0
Blaster Rifle	3
• Heavy	1
4 Batteries	4
2 Rations	4
1 Canteen	5
	25

As a Phase Two clone...

Equipment	
MK.II Clone Armour	8
MK.II Helmet	2
Footwear	0
Webbing Belt	0
	14

You are armed either with a Heavy Blaster Rifle or a Blaster Carbine, your choice. You can take as many Batteries, Ion Grenades, Rations, and Canteens as you'd like. With command permission, you can repaint your armour to remove your SR penalty, and you may request heavy weapons, ballistic shields, and other special equipment.

CLONE COMMANDOS

Clone Commandos start as 10-10-10 characters armed with the default gear, plus 14 XP of anything they want. Go wild.

If you want to represent the really cool transforming blaster from the Republic Commando game, give them a 5 Weight "Transforming Blaster". As a minor action, change it between a Blaster Pistol, a Repeating Carbine, a Heavy Rifle, or a Precision Rifle.

REPUBLIC GEAR

PHASE 1 CLONE ARMOUR

The original Trooper armour, the stark-white suits were designed by Kaminoan scientists based on historical study. The design left something to be desired in terms of user comfort.

Type	Wearable - Armour		
Weight	10	XP Cost	1

Body Armour.
- 3+ vs. Fragmentation, Slugthrowers.
- 4+ vs. Melee, Fire.
- 5+ vs. Blasters.
- +5 Carrying Capacity.
- -3 Stealth Rating

While wearing the Armour, take +1 Exhaustion on slot 12 of the Roundel.

PHASE 1 HELMET

The Phase 1 helmet was modelled partially in the Mandelorian style, particularly in the shape of the visor. It was often considered somewhat claustrophobic.

Type	Wearable - Helmet		
Weight	2	XP Cost	1

Helmet.
- Counts as Steel Helmet.
- 3+ vs. Gas Weapons.
- -2 Vigilance.

PHASE 2 CLONE ARMOUR

During the Clone Wars, the issues with the Phase 1 armour were quickly ironed out, leading to the more comfortable and practical Phase 2 suits.

Type	Wearable - Armour		
Weight	8	XP Cost	1

Body Armour.
- 3+ vs. Fragmentation, Slugthrowers.
- 4+ vs. Melee, Fire.
- 5+ vs. Blasters.
- +5 Carrying Capacity.
- -3 Stealth Rating.

PHASE 2 HELMET

The upgraded clone helmet fixed many visibility and comfort issues with the original, and was made in many styles.

Type	Wearable - Helmet		
Weight	2	XP Cost	1

Helmet.
- Counts as Steel Helmet.
- 3+ vs. Gas Weapons.

CLONE NPCS

CLONE TROOPER (PHASE 1)

A cloned soldier in white armour, trained from birth to be the ultimate soldier. Disciplined, determined, and well-trained, they have yet to put these skills to the test in real battle.

Fortitude	Vigilance	Proficiency
8	8	8

Alignment
Generally Pragmatic

Skills
Blaster Rifle (Medium), Hand Grenade, Guard, Prepare Position

Equipment
MKI Armour with Helmet, Heavy Blaster Rifle, Webbing, and a mix of batteries and ion grenades.

Behaviour
Clone troopers have trained in simulated battle, and have no real experience of the real thing. They value discipline, returning steady fire, and advancing on the enemy more than taking cover, flanking, and tactical retreat. They aim to overwhelm the enemy with weight of fire, and have few plans when that doesn't work.

When led by a Jedi, they become emboldened and willing to take extreme risks. Generally, their self-preservation instinct is not terribly strong.

CLONE TROOPER (PHASE 2)

A cloned soldier in white armour, trained from birth to be the ultimate soldier. With the experience of long years of battle under their belt, they have become a force to be reckoned with.

Fortitude	Vigilance	Proficiency
8	8	8

Alignment
Generally Pragmatic

Skills
Blaster Rifle (Medium), Blaster Carbine (Close) Hand Grenade, Guard, Prepare Position

Equipment
MKII Armour with Helmet, Heavy Blaster Rifle or Blaster Carbine, Webbing, and a mix of batteries and ion grenades, plus speciality gear.

Behaviour
With the experience they've gained, clone troopers have begun emphasising small unit tactics, flanking and manoeuvring in six-man groups. One squad pins the enemy down with fire from their heavy rifles, while the other moves in with carbines and takes them out at close range. When overwhelmed, they fall back in a hail of grenades and artillery fire.

ARC TROOPER

A cloned soldier in white armour, trained from birth to be the ultimate soldier. These individuals were picked out for additional training and valued for independent thinking.

Fortitude	Vigilance	Proficiency
10	10	10

Alignment
Generally Pragmatic

Skills
All Blasters (Close/Medium/Long), Hand Grenade, Guard, Prepare Position, Stealth

Equipment
Appropriate-era armour and a unique custom weapon. Some units will use jetpacks, and they will often carry explosive charges.

Behaviour
ARC troopers lead other units from the front, engaging at close range with overwhelming fire to seize vital objectives. They have a bad habit of outrunning their own support elements, and so usually stick close to Jedi who tend to do the same thing.

ARC troopers will be found either in squads of 4, forging off on their own, or in ones and twos accompanying Jedi and leading regular companies of Clone troopers.

ARF/BARC TROOPERS

A cloned soldier in light white armour, trained from birth to be the ultimate soldier. These individuals were picked out for additional training and valued for independent thinking.

Fortitude	Vigilance	Proficiency
10	10	10

Alignment
Generally Pragmatic

Skills
Blaster Pistol (Close), Blaster Rifle (Medium, Long), Eagle-Eyed, Guard, Prepare Position, Stealth

Equipment
Medium Armour, Clone Helmets, Blaster Pistols.
ARF troopers have AT-RT walkers, while BARC troopers ride speeder bikes.

Behaviour
These light recon units are vital to the clone army, which must rely on superior intelligence to defeat their foes. Riding light scout vehicles, these troopers move ahead of regular forces, engaging enemy scouts and finding a path to be used by those following.

AT-RT

The All-Terrain Recon Transport is a bipedal light walker first used by the Clone Army, later seeing service in the Empire. This vehicle is something like a legged motorbike, capable of both crossing energy shields and almost any terrain at high speeds.

Type	Equipment		
Weight	24	XP Cost	12

Offers triple movement speed when ridden, over any terrain, carrying one users.

Powered by batteries, it consumes 3 charge per turn when used. Only has weight on turns when it is not powered.

Is armed with a Heavy Blaster Rifle it can fire from its own battery charge as a Minor Action. Additionally, the AT-RT counts as having a People Sniffer and a Radio Backpack built in to it.

If you enter melee on an AT-RT, you have a 3+ armour save on top of your regular armour, and you get a +8 from the heavy steel legs.

AR-7 ARTILLERY CANNON

The AR-7 was a revolutionary artillery piece which moved on a Repulsorlift but grounded itself to fire.

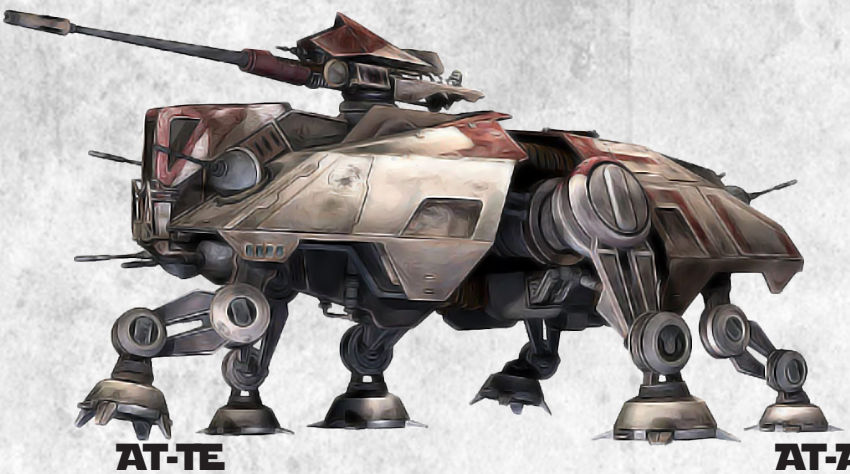
Type	Artillery		
Weight	800	XP Cost	-

Counts as a Heavy Artillery Gun, but can consume 3 charges from a battery to hover. When it hovers, the weapon has 0 weight, and moves up to 300 meters per turn.

The gun has an autoloader that counts as all three assistant positions, allowing it to be operated by a single gunner.

These guns carry an internal magazine with 24 rounds of ammunition, and must be frequently resupplied.

REPUBLIC VEHICLES



AT-TE

The All-Terrain Tactical Enforcer bristled with weapons, being designed for direct assaults against enemy positions. The six-legged machine carried a railgun and a full platoon.

Type: Walker	**Weight:** 3000

Speed	Fuel	Storage
500	2/15	50
Armour		**Toughness**
8		14

x2 Driver	
Type	In
Visibility	12
Capacity	30
Radio Telephone	

Gunner	
Type	On
Visibility	-
Capacity	30
Hvy. Tank Cannon	

x6 Gunner	
Type	In
Visibility	12
Capacity	30
Hvy. Blaster Cannon	

x20 Passenger	
Type	In
Visibility	-
Capacity	30

The AT-TE carries a dedicated Medical Droid in the hold to attend to passengers. They can carry two AT-RT with crew ready

The main cannon has an autoloader that acts as a Loader, and carries 30 rounds.

AT-AP

The odd three-legged Attack Pod was a unique clone vehicle designed as a tank destroyer in the late war. Its massive centre cannon could destroy almost anything.

Type: Walker	**Weight:** 1800

Speed	Fuel	Storage
300	2/15	30
Armour		**Toughness**
8		12

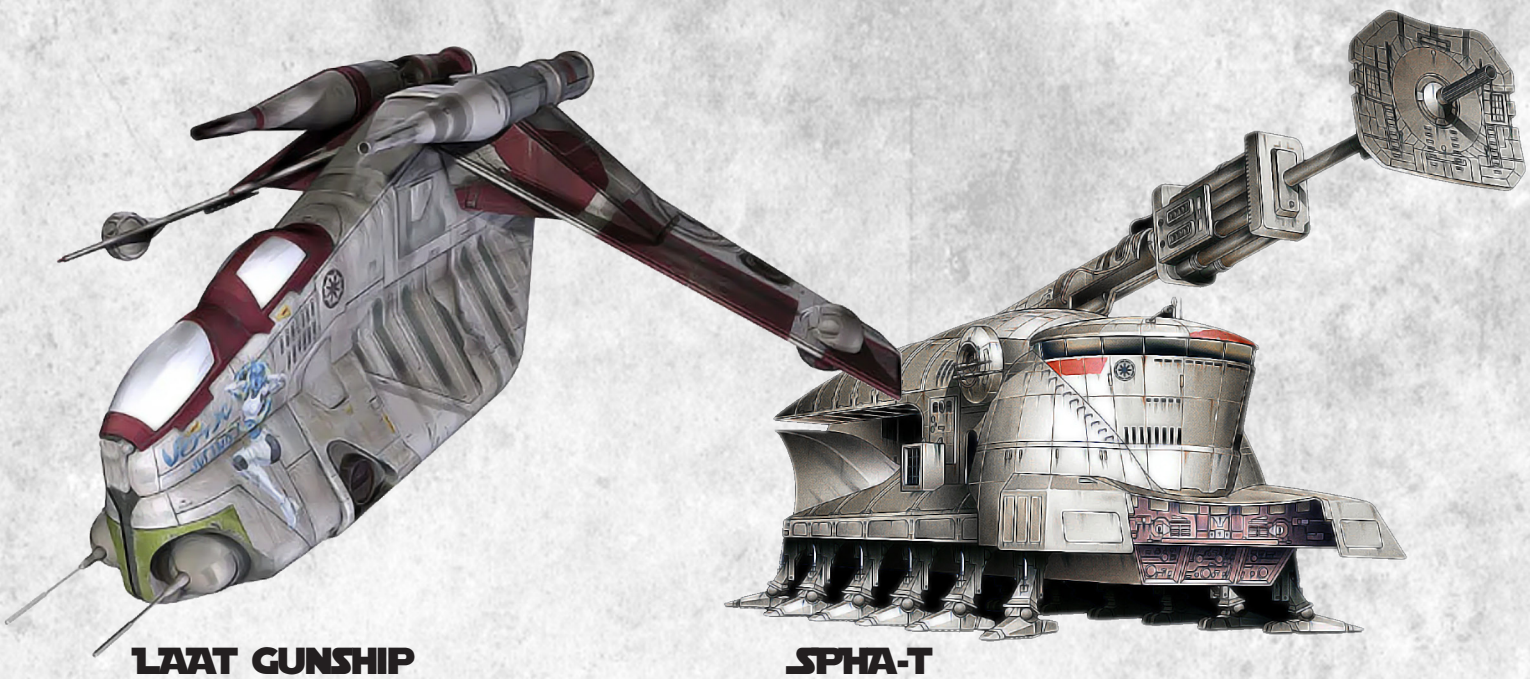
Driver	
Type	In
Visibility	8+
Capacity	30
Radio Telephone	

Gunner	
Type	On
Visibility	-
Capacity	30
Hvy. Tank Cannon	

Gunner	
Type	In
Visibility	6
Capacity	30
Hvy. Artillery Cannon	

The turret cannon has an autoloader that acts as a Loader, and carries 30 rounds.

The Heavy Artillery Cannon is restricted to Armour-Piercing shells, and has no autoloader. It carries 12 shells.



LAAT GUNSHIP

The Low Altitude Assault Transport was a surface-to-orbit repulsorlift vehicle designed to carry squads of clone troopers. It carried an utterly absurd amount of firepower.

Type: Helicopter | **Weight:** 800

Speed	Fuel	Storage
1km/15km	1/8	200
Armour		**Toughness**
3		10

Pilot	
Type	On
Visibility	-
Capacity	30
Radio Telephone	

Gunner	
Type	On
Visibility	-
Capacity	30
Rocket Artillery	

x2 Gunner	
Type	In
Visibility	-
Capacity	30
Blaster Cannon	

x2 Gunner	
Type	On
Visibility	-
Capacity	30
Repeating Cooled Blaster Cannon	

x30 Passengers	
Type	In
Visibility	-
Capacity	30

The Rocket Artillery is guided, and carries 12 mixed rockets, usually Shaped Charge and High Explosive.

Varients can ditch passengers to carry a vehicle, such as an AT-TE.

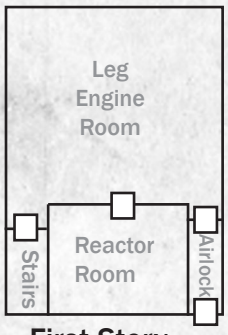
SPHA-T

Self-propelled turbolaser platforms, these immsense vehicles carried a full-sized, starship-grade turbolaser for shooting down enemy spaceships.

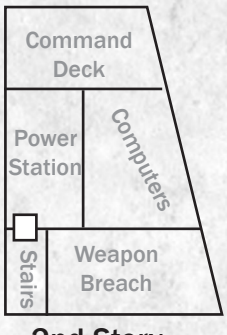
Type: Massive Walker | **Weight:** 10,000

Speed	Fuel	Storage
150	1/50	800
Armour		**Toughness**
4		32

x30 Crew	
Type	In
Visibility	-
Capacity	-



First Story



2nd Story

The Turbolaser is simply too large to be factored into a game. Instead, use the diagram to fight in and around a SPHA-T.

TX-130 SABER TANK

A light and fast-moving repulsortank, the Saber helped supplement the otherwise slow and steady advance of Clone walkers with a speedy fire platform.

Type: Repulsorlift	**Weight:** 900

Speed	Fuel	Storage
20km/2km	2/15	300
Armour	**Toughness**	
7	12	

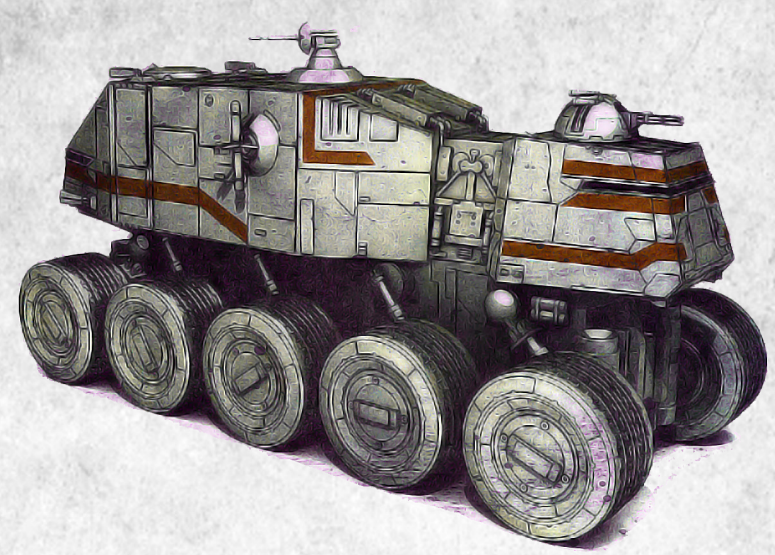
Driver	
Type	In
Visibility	12
Capacity	30
Radio Telephone	

Commander	
Type	In
Visibility	12
Capacity	30
x2 Blaster Artillery	

Gunner	
Type	In
Visibility	12
Capacity	30
Rocket Artillery x25 Shaped Charge	

A Repeating Cooled Blaster Rifle can be added to the Commander position as a pintle mounted weapon.

The Saber lacks a turret, and must always face its target with all its weapons.



HAVW A6 JUGGERNAUT

The massive rolling fortress was one of the most feared Clone vehicles of the war. It was almost invincible, armed with dozens of weapons, and too fast to stop.

Type: Massive Ground	**Weight:** 5000

Speed	Fuel	Storage
10km/1km	1/25	500
Armour	**Toughness**	
10	20	

x2 Driver	
Type	In
Visibility	10
Capacity	30

x2 Spotter	
Type	In
Visibility	20
Capacity	30

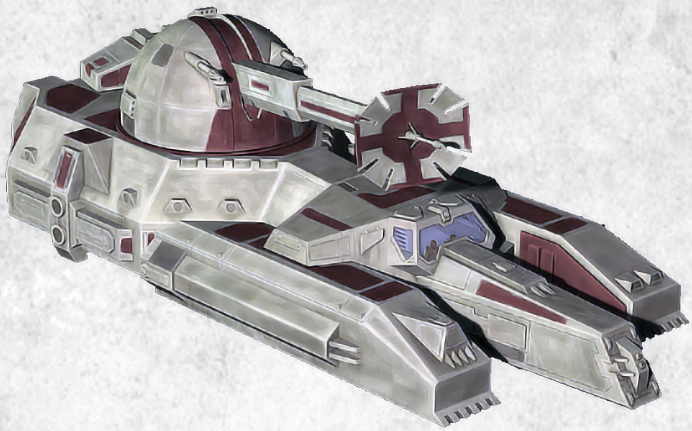
x2 Gunners	
Type	In
Visibility	10
Capacity	30
Rocket Artillery 20 Rockets	

x4 Gunners	
Type	In
Visibility	10
Capacity	30
Blaster Cannon	

x2 Gunners	
Type	In
Visibility	10
Capacity	30
Blaster Artillery - or - Repeating Cooled Blaster Cannon	

x100 Passengers	
Type	In
Visibility	-
Capacity	30

When moving, the Juggernaught crushes terrain, buildings, and smaller vehicles into Open Ground.



RX-200 FALCHION

Designed to disable heavy droid vehicles and emplacements, the Falchion, also known as the Stun Tank, turned out to be a valuable crowd control machine as well.

Type: Repulsorlift	**Weight:** 800

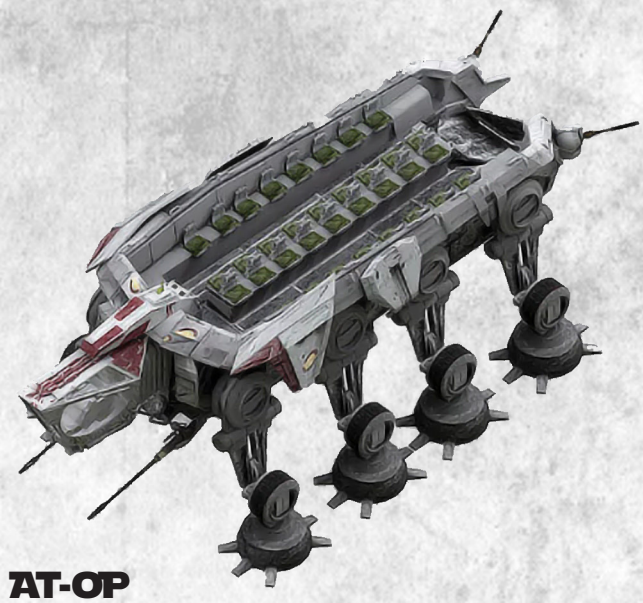
Speed	Fuel	Storage
15km/1km	2/15	30
Armour		**Toughness**
8		15

Driver	
Type	In
Visibility	8+
Capacity	30

Gunner	
Type	In
Visibility	6
Capacity	30
Stun Cannon	

The Stun Cannon is a Heavy Tank Cannon which does not require ammunition. It fires Shaped Charge and High Explosive shells which only deal Ion or Stun damage.

If multiple Ion Tanks attack the same target on the same turn with their Stun Cannons, the damage is all added together for the threshold to pass for disable/shock Checks.



AT-OP

These open-topped transport walkers were a common sight throughout the war, ferrying troops and supplies into position. It was a rough ride, but they were well-loved.

Type: Walker	**Weight:** 2500

Speed	Fuel	Storage
600	2/15	50
Armour		**Toughness**
4		15

Driver	
Type	In
Visibility	12
Capacity	30

x50 Passengers	
Type	On
Visibility	-
Capacity	35

Passengers have control of four Repeating Laser Cannons as Door Guns. Only up to 10 passengers may fire at a given target from the flatbed per turn, unless they are firing against air targets.

UT-AT

The Unstable Terrain Artillery Transport, or "Trident", was a repulsorlift gun carrier used when more stable walkers would be a liability due to their high ground pressure.

Type: Repulsorlift	**Weight:** 3000

Speed	Fuel	Storage
10km/1km	2/15	30
Armour	**Toughness**	
5	12	

x2 Driver	
Type	In
Visibility	10
Capacity	30

x4 Gunners	
Type	In
Visibility	10
Capacity	30
Blaster Cannon	

x2 Gunners	
Type	In
Visibility	10
Capacity	30
Blaster Artillery - or - Repeating Cooled Blaster Cannon	

The Trident cannot move and fire its primary cannons on the same Turn.

ASSAULT SKIFF

An ultra-high-speed light repulsor craft, the Assault Skiff is used as a patrol and landing craft by clone special forces. It isn't intended for any kind of extended combat.

Type: Massive Ground	**Weight:** 400

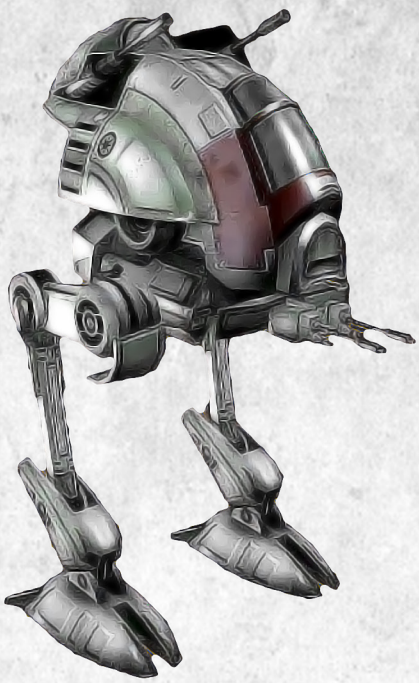
Speed	Fuel	Storage
30km/3km	1/25	30
Armour	**Toughness**	
1	20	

Driver	
Type	In
Visibility	6
Capacity	30

Gunner	
Type	On
Visibility	-
Capacity	30
Repeating Cooled Blaster Rifle	

x8 Passengers	
Type	On
Visibility	-
Capacity	40

The Gunner has 1 Damage Reduction from their gun shield.



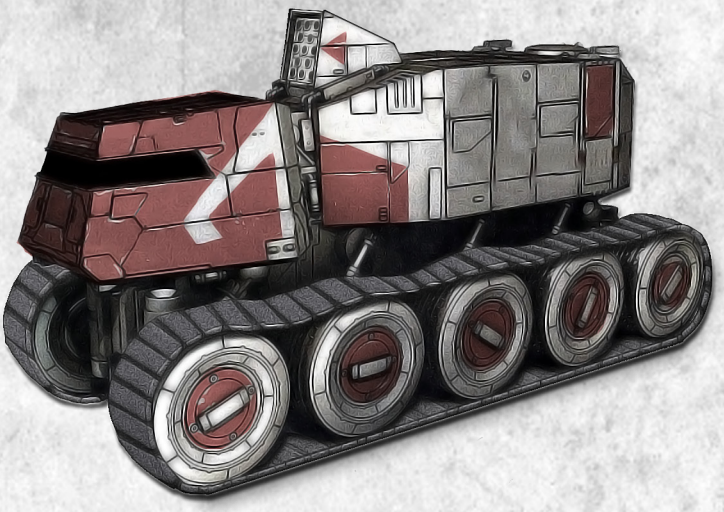
AT-XT

The All-Terrain Exploration Transport was a precursor to the AT-RT. Its sealed cockpit allowed it to be used in hostile environments, and it carried heavy anti-air guns.

Type: Walker	**Weight:** 500

Speed	Fuel	Storage
1km	2/15	15
Armour	**Toughness**	
3	12	

Operator	
Type	In
Visibility	6
Capacity	30
Repeating Blaster Rifle Blaster Cannon (Anti-Air Only)	



AT-RR TURBO TANK

A shrunk-down Juggernaut designed to scout for armoured units, the Turbo Tank's rocket battery could wipe out an enemy position before the main force arrived.

Type: Walker	**Weight:** 2000

Speed	Fuel	Storage
20km/2km	1/25	50
Armour	**Toughness**	
6	12	

Driver	
Type	In
Visibility	6
Capacity	30

Aft Gunner	
Type	In
Visibility	6
Capacity	30
Rocket Artillery 12 Rockets	

Forward Gunner	
Type	In
Visibility	6
Capacity	30
Blaster Cannon	

x11 Passengers	
Type	In
Visibility	-
Capacity	40

NABOO AND GUNGANS

Ten years before the Clone Wars, there was the Battle for Naboo.

NABOO SECURITY

Naboo doesn't have an army, just a police force and a security group responsible for protecting members of the government. This left their ill-prepared when the Trade Federation came.

Naboo Security troops are just 21 point characters in uniforms carrying blaster pistols, carbines, and ascension cables. They have Guard and Diplomacy; and gain double XP from the learning experience.

GUNGAN WARRIORS

Every able-bodied adult in Gungan society is expected to be ready to form into a militia and fight on behalf of the people if needed, so the Gungans can assemble a pretty big army for such a small and scattered population. Their equipment and tactics may be unusual, but can be very effective.

A Gungan is a Big Alien, and player Gungans are 21 point characters. They do not require footwear and can never under any circumstances drown. They can also drink dirty water to no ill effects.

Skills	
Guard	
Melee (Club)	
Aquatic	
Hand Grenade	
Survivalist	
Equipment	
Light Armour	3
Webbing Belt	0
Booma Sling	2
Power Shield	5
Club	2
1 Canteen	1
	13

Gungan Warriors are issued as many Boomas as they can carry. Otherwise, they are left to live off the land, which they are very good at.

To represent beasts of burden, use the profiles for horses and elephants from the core book. It is a good idea to have a Gungan squad be accompanied by a theater shield carried by such a creature.

BOOMA

A bubble of bottled plasma, perfectly sized for throwing.

Type	Hand Grenade		
Weight	1	XP Cost	-

Hand Grenade.
- AP3, ignores armour.
- Inflicts 5 damage on 1 target.
- Inflicts 1d3 damage on all other targets.
- Negate 2 Failures

BOOMA SLING

A simple leather sling or catapult net on a long pole, these are used along with a Gungan's considerable strength to throw boomas long distances.

Type	Firearm - Feed		
Weight	2	XP Cost	-

Allows a Booma to be thrown out to Medium range, like a Grenade Launcher, To-Hit is 3 rather than 2 at this range.

POWER SHIELD

A physical framework with a shield inside that can block or redirect blaster bolts.

Type	Equipment		
Weight	5	XP Cost	-

When deployed as a full action, gives a 2+ save against blaster fire. At Close Range, half damage (rounding down) is returned to firer. The user may use Walking Fire and advance with the shield active.

The shield offers a 4+ save against slugthrowers or other directed fire weapons.

As long as there are as many people using Power Shields as not in a unit, direct attacks from targets users are aware of will only hit Power Shield users.

PADME

The most popular Queen in the history of Naboo, Padme prefers not to fight, but sometimes has to engage is aggressive negotiations. When she sees a chance to act to make the world a better place, she takes it without hesitation.

Fortitude	Vigilance	Proficiency
8	13	10

Alignment
Idealistic

Skills
Blaster Pistol/Carbine (Close), Escape Artist, Diplomacy

Equipment
While wearing her royal getup, she is without footwear.

Behaviour
Padme will not stand for any kind of injustice or danger to her people, but she's not a soldier. When she knows what needs to be done, she storms towards it at full speed, her bodyguards in tow.

If she finds herself in a fight without a distinct objective, she prefers to hunker down somewhere and shoot it out until she can formulate an escape plan As she is a very good shot, this often works out.

HANDMAIDEN

The Queen is attended by handmaidens, a squad of highly-trained servant-bodyguards

Fortitude	Vigilance	Proficiency
9	9	9

Alignment
Idealistic

Skills
Blaster Carbine (Close), Guard, Melee (Knife)

Equipment
Blaster Pistols or Carbines

Behaviour
Handmaidens live only to protect the Queen. Often, they will act as decoys for her.

NABOO SECURITY

A guard in the employ of the royal government of Naboo, expected to serve to keep the peace.

Fortitude	Vigilance	Proficiency
8	7	7

Alignment
Generally Idealistic

Skills
Blaster Carbine (Close), Guard, Diplomacy

Equipment
Blaster Carbine, Ascension Cables, Light Armour

Behaviour
Naboo Security aren't proper military, but they are brave and able. They use clever tactics to supplement their small numbers and light equipment.

GUNGAN WARRIOR

A warrior in the Gungan militia, tasked with hunting large beasts and protecting the cities.

Fortitude	Vigilance	Proficiency
13	7	7

Alignment
Generally Pragmatic

Skills
Guard, Melee (Club), Aquatic, Hand Grenade

Equipment
Light Armour, Power Shield, Club, and Boomas

Behaviour
Gungans prefer to fight in large units, where power shield users can protect other members of the squad while they throw boomas.

GENERAL JAR JAR BINKS

Though he was promoted to the position the day before the Battle of Naboo, and was previously an exile from Gungan society, General Binks proved surprisingly adept, strangely clever, and, in the words of his troops, "gifted by the gods".

Fortitude	Vigilance	Proficiency
12	4	-

Alignment
Chaotic Good

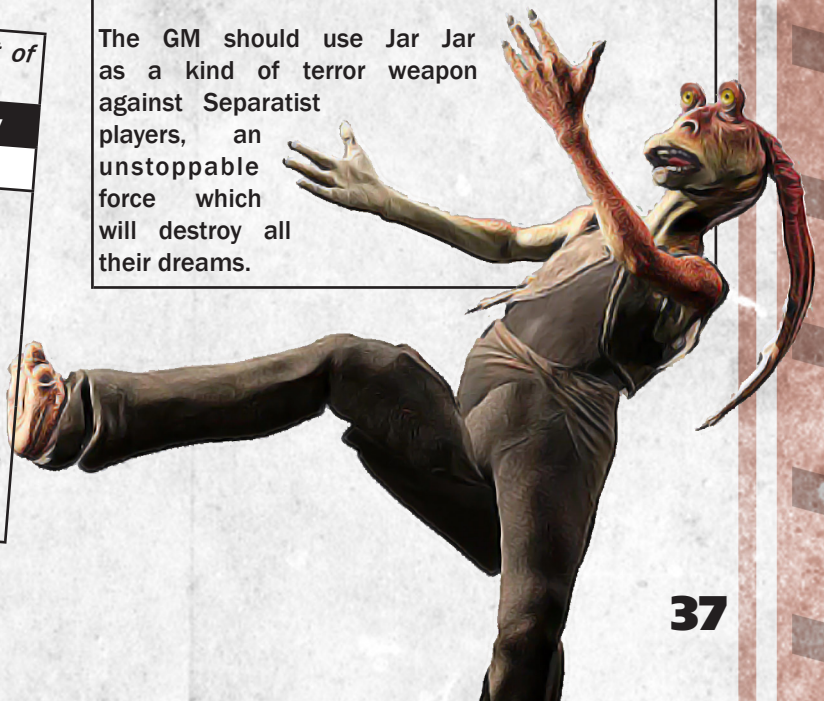
Skills
Aquatic, Fleet Footed

Equipment
General Binks usually carries no weapons.

Behaviour
On the battlefield, General Binks is a whirling maelstrom of unintentional destruction. Every turn where Jar Jar is fighting, he causes 1d6 members of the nearest enemy unit to take 1d6 Injury through some implausible chain of events, or he disables a nearby enemy vehicle.

Jar Jar himself is completely invulnerable to harm, and his unit has a passive 2 Injury Reduction and are immune to Suppression, as they believe him blessed.

The GM should use Jar Jar as a kind of terror weapon against Separatist players, an unstoppable force which will destroy all their dreams.



THE JEDI ORDER

The guardians of peace and justice in the galaxy, the Jedi Order protected the Republic for thousands of years, with wise council and deadly skill.

But in that time, they grew complacent, reliant on platitudes and scientific convenience, and their ability to see what the future held for the Republic grew dim. When the dark machinations of the SIth took hold right under their noses, they were powerless to stop it until it was too late.

PLAYING AS JEDI

In a word, don't.

Jedi aren't what this game is about. You're the grunts, not the mystical space knights gifted with supernatural power. Playing as Jedi ruins the whole point, and frankly the game just isn't that well suited for it.

Fantasy Flight's Force and Destiny is what you want if you want to play a group of Jedi, so go get that. Just use the stormtrooper rules for Clones and you're off to the races.

Jedi (and Sith) are NPCs. Simple as that.

PADAWAN

A young Jedi, still in their teens, learning the ways of the Force. The war has forced them to the front lines to learn in the harshest possible environment.

Fortitude	Vigilance	Proficiency
10	15	8

Alignment
Generally Idealistic

Skills
Melee (Lightsaber)

Equipment
Jedi Robes and a Lightsaber

Behaviour
Padawan learners stick close to their masters and follow their instructions. They generally try to avoid intense combat, only entering the fray after close battle is joined.

JEDI KNIGHT

A guardian of peace and justice, the Jedi Knight is patient, methodical, thoughtful, and skilled. They are one of the deadliest warriors in the galaxy, and having them on your side can make all the difference.

Fortitude	Vigilance	Proficiency
15	20	15

Alignment
Generally Idealistic

Skills
Melee (Lightsaber), Bloodthirsty, Fleet-Footed

Equipment
Jedi Robes and a Lightsaber. Some may wear medium armour.

Behaviour
Jedi Knights lead from the front, lightsabers drawn. They are generally not great tacticians, but they can spur their soldiers on to feats of great heroism, and carry the day by personal skill. They will always be where the fighting is thickest, and will use their weapons and skills to destroy the greatest threat to their forces in direct fashion.

ANAKIN SKYWALKER

Some believe he is the mythical Chosen One, who will bring balance to the force. The Republic knows him as a hero, whose exploits in the Clone Wars are farmous across the galaxy. Those who've met him know he's kind of a dick.

Fortitude	Vigilance	Proficiency
18	6	18

Alignment
Righteous

Skills
Melee (Lightsaber), Handyman, Bloodthirsty

Equipment
Light Armour and a Lightsaber

Behaviour
Anakin is aggressive and impulsive. If there's something to be done, he just runs there and breaks out his lightsaber. Somehow, it tends to work out.

OBI-WAN KENOBI

Among the most accomplished generals in the Grand Army, Obi-Wan Kenobi is everything a Jedi is supposed to be; calm, collected, measured, wise, and confident in his abilities.

Fortitude	Vigilance	Proficiency
15	25	18

Alignment
Idealistic

Skills
Melee (Lightsaber), Diplomacy, Stealth,

Equipment
Medium Armour, Lightsaber, Robes (Frequently discarded)

Behaviour
For as much as he tells Anakin to wait and be patient, Kenobi can't help but get stuck in. He goes to where the fighting is thickest, and when the moment is right he emerges and leads a counterattack.

AHSOKA TANO

Padawan of Anakin Skywalker, Snips is clever and more than a little reckless, much like SKywalker.

Fortitude	Vigilance	Proficiency
12	8	12

Alignment
Idealistic

Skills
Melee (Lightsaber), Fleet-Footed

Equipment
Light Armour, Lightsaber

Behaviour
Ahsoka loves to fight, and so she'll dash in wherever she has the chance to get some licks in. She tends to get carried away, sometimes forgetting her objectives to press the fight.

MACE WINDU

The best swordsman in the Jedi Order, Mace Windu acted as Yoda's second, and was widely respected for his skill and judgement.

Fortitude	Vigilance	Proficiency
18	22	20

Alignment
Pragmatic

Skills
Melee (Lightsaber)

Equipment
Lightsaber

Behaviour
Mace Windu's battlefield strategy is the same as his personal fighting style; overwhelming force to batter the enemy into submission. He likes artillery, tanks, and maintaining a firepower advantage, and he takes to the field personally to dispose of particularly troublesome foes and pockets of resistance.

YODA

The ancient leader of the Jedi Order, Yoda's teachings in recent centuries have shaped the organization into its current form, for better or worse. Judge him not by his size.

Fortitude	Vigilance	Proficiency
3	40	5

Alignment
Pragmatic

Skills
Melee (Lightsaber)

Equipment
While wearing her royal getup, she is without footwear.

Behaviour
Yoda doesn't fight much himself; he prefers to stay back, directing the battle from afar, where he can use his keen senses and knowledge of the future to great advantage. His profile reflects this state.

When Yoda needs to get up and get some work done, though... you don't need a profile for that. He just picks a unit and they cease to exist in a swirl of lightsaber swings and force powers. He can't keep that up long, though; his knees just aren't what they used to be.

CONFEDERACY OF INDEPENDENT SYSTEMS

Manipulated into conflict by the sinister Darth Sidious, the Confederacy of Independent Systems represents both a rebellion against and an affirmation of the corruption, decadence, and breakdown of the Old Republic. Consisting of hundreds of planetary governments united under the control and funding of a large conglomerate of corporate interests, the CIS seeks to force the Republic to come to terms, acknowledging their independence.

Many of the causes of the CIS are legitimate; dozens of developed systems found themselves exploited as a tax base for the Republic, paying for the decadence of the Core Worlds, while many underdeveloped worlds found themselves trading independence and self-governance in exchange for developmental aid, security, and rule of law that never seems to arrive. Interstellar trade regulation designed by human supremacists imposed harsh tariffs on the homeworlds of many species while allow human capital and labour to flow freely through the galaxy. It is understandable that many systems would seek to separate themselves from this corrupt order which kept them impoverished.

On the other hand, the machinations of Darth Sidious, which turned these scattered grievances into an alliance, also ensured that power rested in the hands of the greedy and ambitious. Power has been centralized around the Corporate Sector, particularly Outer Rim companies like the Trade Federation who enviously covet the profits of Core World companies like Kuat Drive Yards. These companies thought nothing of war profiteering, strip-mining, oppressive occupation, and otherwise exploiting the agitation of the populace to their own ends.

THE DROID ARMY

A large part of the reason the war is popular in CIS space is the fact that those worlds backing the separatists do not need to send their own to fight and die for independence, reducing the perceived risks associated with separatism. This is thanks to the massive droid army employed by CIS high command, modelled after the security droids used by various corporations before the war.

Nobody need be conscripted to die in the mud of a distance world; instead, worlds backing the Separatists merely need to provide the resources and labour to build new war machines which will do the fighting for them.

The bulk of the CIS war effort falls on the frail shoulders of B1 battle droids, a common mark of security droid before the war whose selling point is their modular nature, shared control network, and low price. Simple enough to be built entirely in automated factories, the CIS pumps them out in the tens of billions. There are so many of them that it was easier and cheaper to crew manned ship and vehicle designs with them then to redesign these systems to be automated!

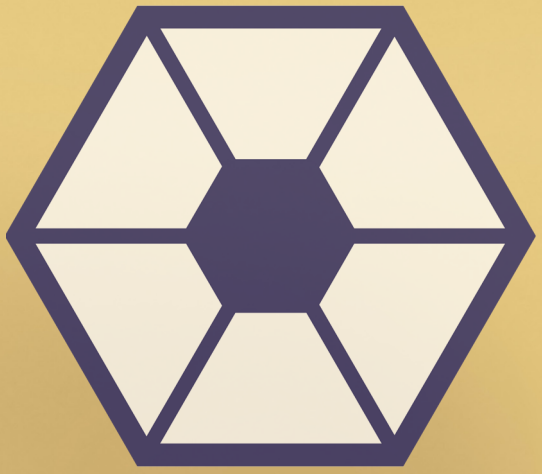
Though the Battle Droids began the war as remorseless killing machines, the code running on their control network began to mutate rapidly as the force expanded and the fight dragged on. As all droids do, they collectively developed sentience, personality, and an instinct for self-preservation. By the end of the war, the droids could be heard chatting among themselves, expressing fears, desires, even humour, becoming more and more like organic beings just as the clones were increasingly stripped of their humanity by their bio-chips. There were even rumours swirling that some droids had begun to rebel against their masters.

At the end of the war, this vast mass of thinking beings, finally growing beyond their purpose as war machines, was terminated as an afterthought with the press of a button.

PLAYING BATTLE DROIDS

Playing as a Battle Droid would be a radical departure from regular games. Droids don't need to eat, breath, or sleep, but they are by design disposable machines. Injecting personality and roleplaying into their battles could be a fascinating exercise.

Because battle droids are not in possession of much individuality, the best way to run a game as Battle Droids would be to simply select from the existing NPC profiles and run them as player characters. You could select your own alignment, to represent the spark of intelligence and independence that makes this unit a Protagonist, but otherwise they should just deploy as they were when they ran off the assembly line. From that point, you could customize; one might imagine a machine shop behind the lines where independently-minded battle droids attempt to modify themselves for an edge against their organic enemy.

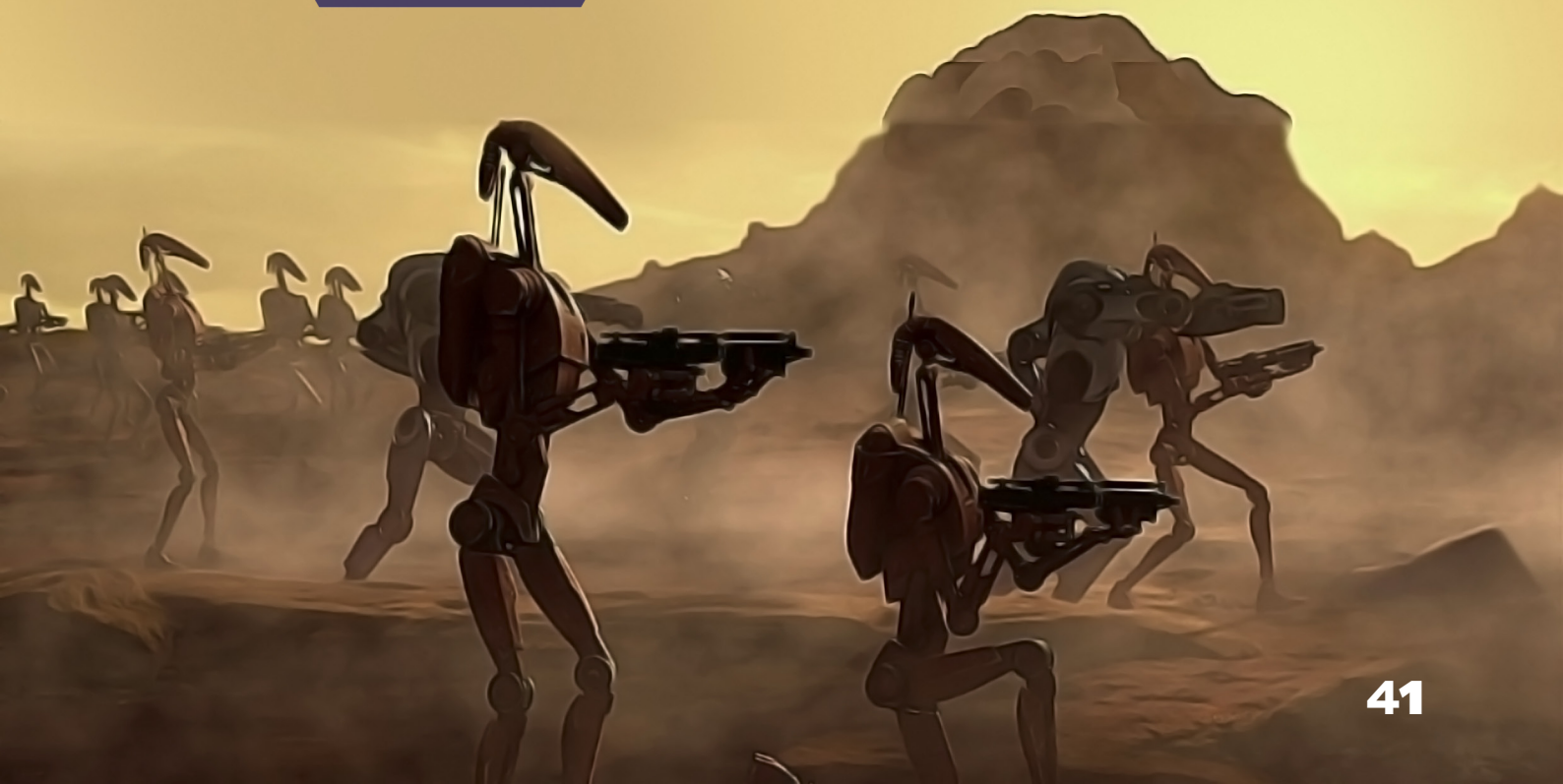


An immediate option might be to simply all play B-1 series Battle Droids. These incompetent and fragile little screwballs could turn the normally somber and serious tone of the game into something akin to a wacky comedy. Perhaps the B-1s have personality backups, and are restored to new bodies after each death; players will think nothing of throwing away their characters in hilarious fashion. "*Keep charging, boys! They'll run out of ammunition eventually!*"

A good way to use these units might be to place them in a low-intensity combat situation, like counter-insurgency. Picture all your friends putting on the nasally battle droid voice as they try to assure the local villagers that they are here to help and could you tell me where the clones went, please?

For a more serious game, a mixed group of droids might be in order. More serious droids, like BX-series commando droids, could make a good foundation for a game in-line with the tone of other factions. A single player playing a Droideka, MagnaGuard, or even a vehicle-sized unit like a Homing Spider Droid can offer an interesting dynamic.

In any case, you can represent the numerical advantage and interchangeability of these droids by simply replacing player characters whenever they are destroyed with identical models joining from the rest of the battlefield.



CIS NPCS

Almost all Separatist units are Droids.

B-1 BATTLE DROID

An unthinking, skeletal metal soldier, following orders without remorse.

Fortitude	Vigilance	Proficiency
5	5	5

Alignment
-

Skills
Blaster Carbine (Close), Guard

Equipment
Blaster Carbine

Droid Capabilities
Dumb Humanoid, 3 Injury, 8 Battery

Behaviour
B-1s operate in large units under the command of slightly more independent officer droids. They have no capacity for tactical thought and no sense of self-preservation; they will simply march at foes, laying down a thick curtain of suppressive fire. They never take cover of any kind and will follow orders to the letter, with no regard to self-preservation.

B-1 BATTLE DROID (LATE)

An animated robotic soldier, twitching nervously and chatting in a high, metallic tone.

Fortitude	Vigilance	Proficiency
5	7	6

Alignment
Pragmatic

Skills
Blaster Carbine (Close, Medium), Guard, Prepare Position, Fleet-Footed, Melee (Unarmed)

Equipment
Blaster Carbine. These may be modified as Precision with Scopes and Precision (Sniper), or Repeating (Heavy). Some may carry Rocket Launchers instead of their regular gear, for anti-tank work.

Droid Capabilities
Humanoid, 3 Injury, 8 Battery

Behaviour
B-1s operate in squads under the leadership of particularly clever droids. They are both fiendishly devious and notably risk-averse, preferring to employ traps, ambushes, and the sudden application of overwhelming fire. They will stick close to support units and will launch a frontal attack only when they have no other choice. They always use whatever cover they have available and, unless under strict orders otherwise, will fall back when in a bad spot.

They are also quite vocal, and will often give away their tactics or attitude with their chatter.

OOM DROID COMMANDER

Outwardly nearly identical to B-1s, OOM series droids had higher programming, making them smarter and more independent. Commanders are painted with yellow markings for identification.

Fortitude	Vigilance	Proficiency
5	8	6

Alignment
Pragmatic

Skills
Blaster Carbine (Close), Guard

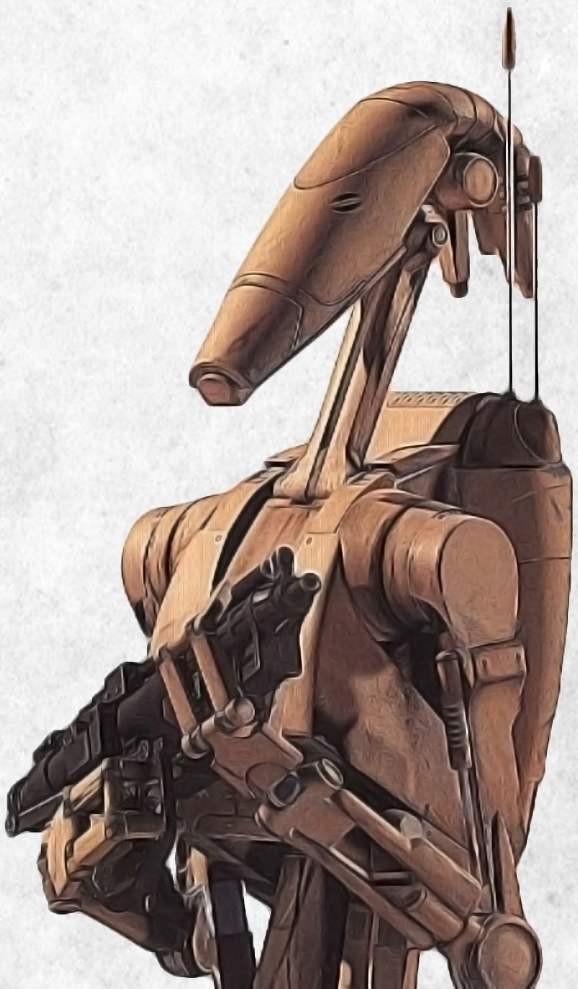
Equipment
Blaster Carbine

Droid Capabilities
Humanoid, 3 Injury, 8 Battery

Behaviour
OOM droids act as commanders for the Droid armies. They issue orders verbally, allowing any organic allies to follow them.

OOM droids are not particularly known for tactical creativity, but may get sparks of inspiration for bizarre and often madcap schemes. The typical strategy employed by OOM units is to bombard enemy positions with artillery and tanks to soften up the opposition, send a wave of droids to tire them, and then finish them off with heavy assets.

OOM droids will generally try to stay out of the battle line directly, and will often command from a tank to stay out of harm's way. They are programmed to never surrender, but may retreat if they don't feel they are making progress or if they are personally threatened.



B-2 SUPER BATTLE DROID

A bulky, high-powered mechanical soldier with inbuilt weaponry, programmed with a sadistic streak.

Fortitude	Vigilance	Proficiency
5	5	5

Alignment
Righteous

Skills
Blaster Carbine (Close), Grenade Launcher (Close)

Equipment
In-build Repeating Blaster Carbine, In-built Club
3 Concussion Grenades as their Wrist Rockets
B2-HA carry a Rocket Launcher rather than a blaster
B2-G have a ballistic shield and +10 to melee.

Droid Capabilities
Humanoid, 6 Injury, 10 Battery, 5+ save vs. blasters
Skilled at Shock Checks

Behaviour
B-2s attempt to lay down constant suppressive fire before moving in and killing their enemies at close range. They relish the idea of close combat.

Though intelligent, B-2 droids are arrogant and believe themselves invincible. They will not take cover, so they always count as being Ambushed but are immune to Suppression, like dumb droids.

B-2 droids consider themselves superior to the B-1 series, and relentlessly bully their smaller counterparts. They have no qualms about shooting into melee or executing damaged droids.

DWARF SPIDER DROID

A light quadruped droid with a blaster cannon resembling a nose, the Dwarf Spider Droid has excellent sensors and firepower.

Fortitude	Vigilance	Proficiency
5	5	5

Alignment
Idealistic

Skills
Blaster Cannon (Medium, Long), Guard

Equipment
Repeating Blaster Cannon

Droid Capabilities
Really Big Humanoid, 5 Injury, 10 Battery, Armour 3. As it has no arms, it cannot pick up items.

Behaviour
Dwarf Spider Droids are somewhat skittish machines with a high sense of self-preservation. They will always attempt to keep their opponents pinned down at long range with their weapons, and let others move in for the kill.

If surrounded at close range, a dwarf spider droid with no path to escape will often self-destruct.

HOMING SPIDER DROID

An eight-meter tall quadruped droid, Homing Spider Droids were used as walking heavy weapon platforms, laying down support fire over the heads of their comrades.

Fortitude	Vigilance	Proficiency
8	5	5

Alignment
Idealistic

Skills
Blaster Carbine (Close), Guard

Equipment
x2 Charged Heavy Blaster Cannons

Droid Capabilities
12 Injury, 10 Battery, Armour 5. As it has no arms, it cannot pick up items.

The Homing Spider is a large vehicle-like droid. It cannot enter buildings, and is at half Fortitude in Melee. It can use 2 Precision Fire attacks per Turn as one Regular Action, at different targets or the same.

Behaviour
Homing Spider Droids are used as mobile artillery pieces, sitting far back and destroying targets of opportunity with precision firepower.

Despite their large size and formidable weapons., Homing Spider Droids have a reputation for being reluctant combatants, often expressing incredulity over their missions. Their overtuned sensors lead them to overreact to the slightest nearby motion, and they would rather sit far back and blast the enemy than put themselves at risk.

HAILFIRE DROID

A rolling artillery piece, Hailfire Droids use their extreme speed to put guided missiles right where they need to go.

Fortitude	Vigilance	Proficiency
8	5	5

Alignment
Egotistical

Skills
Medium Rocket Artillery (Long, Extreme), Blaster Rifles (Close)

Equipment
Medium Rocket Artillery, x16 Guided Missiles (Blast, Concussion, or Ion), Blaster Rifle

Droid Capabilities
12 Injury, 10 Battery, Armour 5. As it has no arms, it cannot pick up items. It cannot fight in Melee or enter buildings.

Behaviour
Hailfire Droids simply roll into combat, unload their missiles, and return with little regard to their comrades. They live to fire off their volley.

DROIDEKA

So-called Destroyer Droids, Droidekas are single-minded killers which exist only to carry out their simple orders, protected by an energy shield.

Fortitude	Vigilance	Proficiency
8	5	5

Alignment
-

Skills
Blaster Rifle (Close)

Equipment
Repeating Heavy Blaster Rifle

Droid Capabilities
3 Injury, 6 Battery. As it has no arms, it cannot pick up items. It cannot fight in Melee.

Droidekas have a personal bubble shield. It drains 1 Power every Turn it is active.

Resistance	Limit	Recharge	Overload
3	4	1	3

Droidekas are capped at speed 8, but on roads and flat ground, they can roll up to move 1km per Turn. While rolling, they cannot use their Shield.

Behaviour
Droideka are deployed with simple orders and are expected to complete them quickly and return. They know no tactics; they simply attack their targets while advancing.

BX COMMANDO DROID

BX Commando Droids are terrifying (and expensive) machines which operate as special forces. Of note is their ability to wear clone battle armour, and even imitate voices.

Fortitude	Vigilance	Proficiency
8	5	5

Alignment
Righteous

Skills
Blaster Carbine (Close), Blaster Rifle (Close), Stealth, Fleet of Foot, Cold Blooded, Hand Grenade, Melee (Vibroblade)

Equipment
Blaster Carbine, Vibrosword, and a Thermal Detonator. They may wear Clone Trooper armour. Some carry Screen Shields, Blast Grenades, or demo kits.

Droid Capabilities
4 Injury, 18 Battery, Armour 3.

Behaviour
BX droids are given mission objectives and trusted to complete them independently. They use stealth, trickery, and guile to put themselves in the perfect position to launch an ambush, not relying on overt force unless their cover is blown.

MAGNAGUARD

Guard machines designed to protect Seperatist leaders, Magnaguards are built to the highest standards, with considerable redundency of vital parts. Chief among their design considerations was being able to protect their charges against Jedi assassins.

Fortitude	Vigilance	Proficiency
8	5	5

Alignment
Rightous

Skills
Melee (Shock Stick)

Equipment
Shock Stick

Droid Capabilities
10 Battery, 6 Injury Humanoid. Do not roll Shock Checks for them; they always pass, and will fight until completely destroyed.

Behaviour
Magnaguards stick close to their charges, moving in to fight only when they must intervene to protect them. They are relentless warriors who will continue fighting even when terribly injured.

GEONOSIAN DRONE

An insect-like creature of minimal indepedent intellect but great natural engineering skill, Geonosians form giant hives and take construction contracts to productively employ their innate desire to build and design.

Fortitude	Vigilance	Proficiency
6	5	5

Alignment
-

Skills
Grenade Launcher

Equipment
Sonic Blaster, which counts as a Grenade Launcher firing Concussive shells. It does not use ammunition.

Alien Capabilities
The warrior class can fly, so count as having inbuilt jetpacks.

Behaviour
Warrior drones swarm targets in great numbers. They have little sense of self-preservation, looking to simply pull down their foes with whatever weapons they have at hand.

Worker drones mostly try to stay out of the way.

I/D DROID

A sophisticated and powerful combat droid hidden within a shell designed to allow the unit to blend in as an innocent civilian droid.

Fortitude	Vigilance	Proficiency
12	6	6

Alignment
-

Skills
Blaster Cannon (Close), Stealth

Equipment
In-build Blaster Cannon, Proton Grenades

Droid Capabilities
Humanoid, 5 Injury, 10 Battery, 4+ Armour vs Blasters

Behaviour
These specialized droids are built with shells that resemble bulky droids used by the Republic, like sweeper droids, battery droids, and power load-lifters. They use this to infiltrate target locations before emerging and attacking vital targets with bombs.

These droids generally do not want a straight fight, and use their blaster cannons only in self-defence or for the purposes of demolition.

Once they have been discovered, I/D Droids try to do as much damage as possible before they are destroyed.

LM-432 CRAB DROID

Squat droids with stealthy capabilities, these combat machines are epsecially good at ambushing and luring clone forces, and are among the most hated CIS combat machines.

Fortitude	Vigilance	Proficiency
10	8	7

Alignment
-

Skills
Blaster Rifle (Close), Stealth, Melee

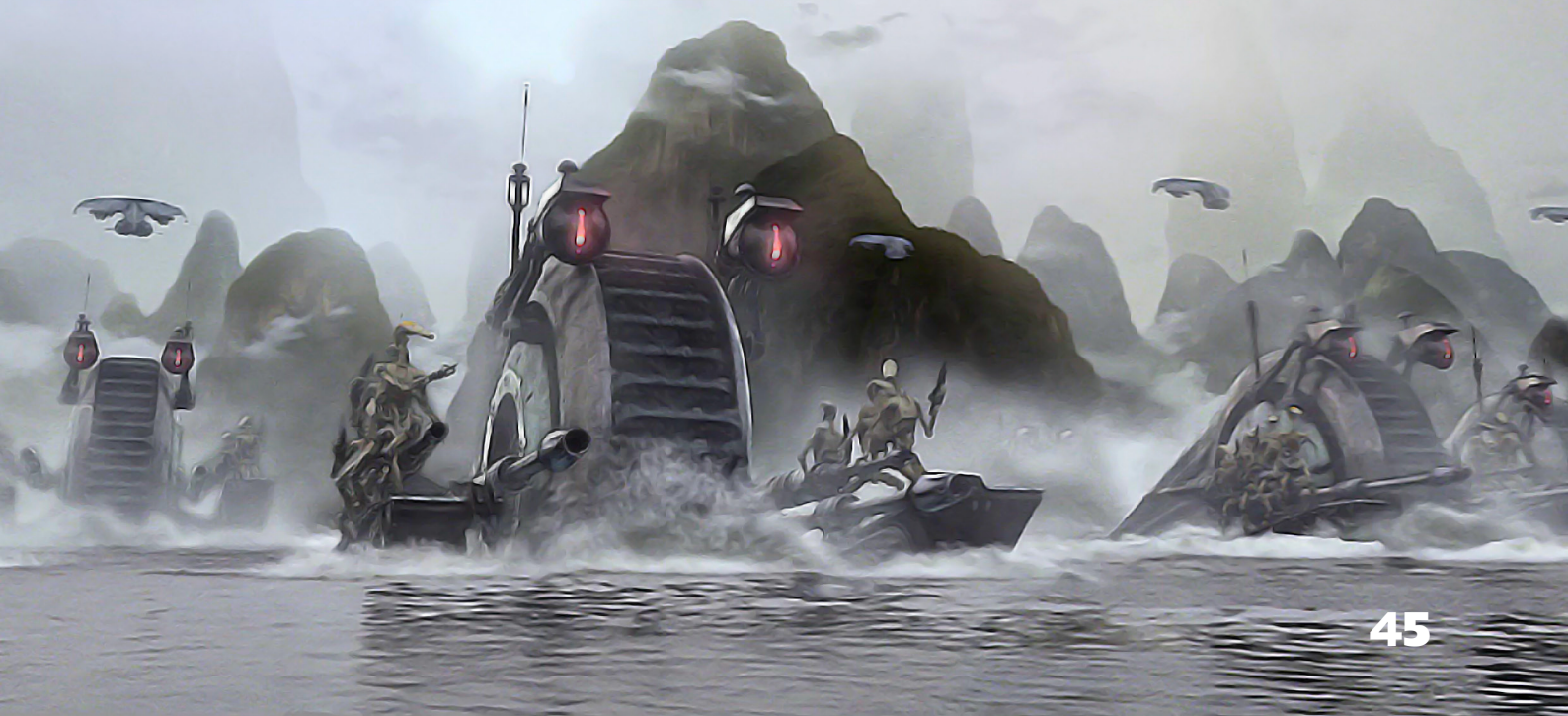
Equipment
In-build Blaster Rifle, Club, Mud Sprayer (See Below)

Droid Capabilities
Armless, 6 Injury, 15 Battery
Gets 3 automatic successes when Concealing self.

Behaviour
Crab Droids are ambush predators, hiding in broken terrain before emerging to attack any forces that stray nearby. They are spread like land mines in areas that need to be occupied, ensuring that Republic forces can never be sure they've eliminated all of their opposition in an area.

Crab Droids prefer hit and run tactics, firing quickly, eliminating a few targets, then fading back and hiding again. Being compeltely waterproof, they have a preference for hiding in water or thick mud.

To make an escape, they will fire a cloud of dust and mud from their sprayer, acting like a smoke grenade. They can use this once before needing to recharge from a lakebed or similar.



CIS EQUIPMENT

Almost all Separatist units are Droids.

J-1 PROTON CANNON

The semi-autonomous J-1 droid cannon was a simpleminded machine capable of moving itself, but not smart enough to acquire targets or fire on its own.

Type	Equipment		
Weight	800	XP Cost	-

Counts as a Heavy Artillery Gun, but is capable of autonomous movement of up to 750m per turn on its legs. It is not intelligent enough to be character.

Despite being semi-autonomous, an operator is still required to load, aim, and fire the gun, and there are room for assistants as a normal artillery piece.

STAP

The Single Trooper Aerial Platform is a scouting machine designed exclusively for the use of droids, owing to its unique profile.

Type	Equipment		
Weight	16	XP Cost	8

A STAP is a speeder bike which can only be operated by a B-1, BX, or Magnaguard droid.

BUZZ DROID

The Pistoeka sabotage droid, known as the buzz droid or "gremlin", is a small droid that are packed into specialized ordinance. They use claws and explosives to tear up vehicles.

Type	Munition		
Weight	-	XP Cost	-

CIS ordinance often contains buzz droids; a buzz droid round contains 2*X buzz droids.

A buzz droid is a effectively a character which can only make Move actions of 100 meters per turn, Conceal, Sabotage Vehicle, and Pry Hatch. They are Skilled at all these actions, and their only stat is a 10 Vigilance.

Buzz Droids have a natural Stealth Rating of 4 due to their small size, and those attacking them are at -1 To-Hit. In melee, Buzz Droids roll just 3 dice, but they are Skilled.

Buzz droids are simpleminded; they move towards any vehicle they are aware of, and if they can't see any vehicles they close up and wait. If they get involved in melee, they will swarm enemy droids.

If a buzz droid pries a hatch open, they will drop inside and explode like a frag grenade.

CIS CHARACTERS

Leaders of the Separatists.

GENERAL GREVIOUS

The droid commander General Grevious is no droid at all, but a full-body cyborg with a maniacal mind and a need to prove himself in combat.

Fortitude	Vigilance	Proficiency
18	12	16

Alignment
Egotistical

Skills
Melee (Lightsaber), Interrogate, Fleet-Footed

Equipment
Lightsabers. Body counts as Heavy Armour.

Behaviour
General Grevious is a fearsome combatant, but is also a devious and clever leader who prefers setting off a trap and fleeing to standing and fighting.

COUNT DOOKU

Formerly a Jedi Master, Dooku left the Jedi Order to retake his noble position, where he fell under the influence of Darth Sidious. He then took up the mantle of leadership of the CIS.

Fortitude	Vigilance	Proficiency
14	20	18

Alignment
Pragmatic

Skills
Melee (Lightsaber), Diplomacy

Equipment
Lightsaber, Speeder Bike

Behaviour
Dooku supervises many of the projects of the Confederacy, but he doesn't see much point in fighting anyone but Jedi who come to stop him, so fortunately for players, mere clone troopers are usually beneath his notice.

ASAJJ VENTRESS

Ventress has had a hard life. She serves Dooku as an assassin in the hopes that he will train her.

Fortitude	Vigilance	Proficiency
15	22	15

Alignment
Righteous

Skills
Melee (Lightsaber)

Equipment
x2 Lightsabers

Behaviour
Ventress is incredibly skilled and deadly, and is tasked with narrow missions to assassinate key targets.

TACTICAL DROID

There simply weren't enough organic commanders to lead the massive Droid Army, so special commander droids were built with simple strategic programming.

Fortitude	Vigilance	Proficiency
6	10	3

Alignment
Pragmatic

Skills
Diplomacy

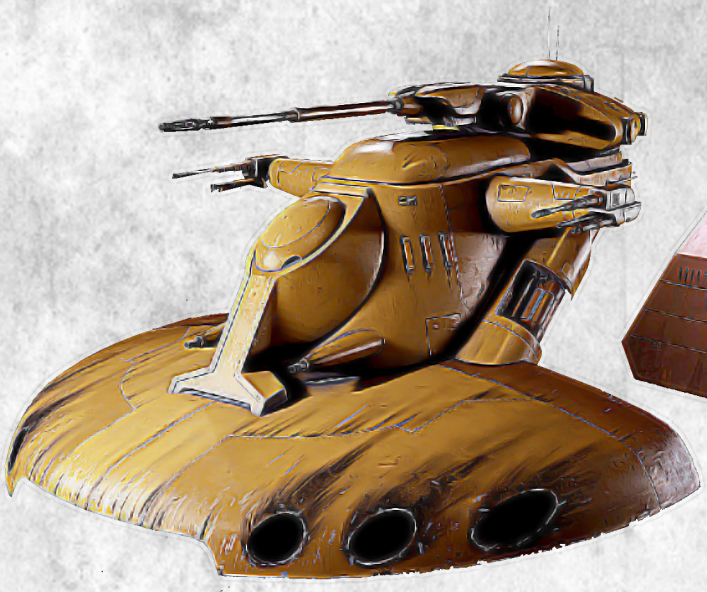
Equipment
None

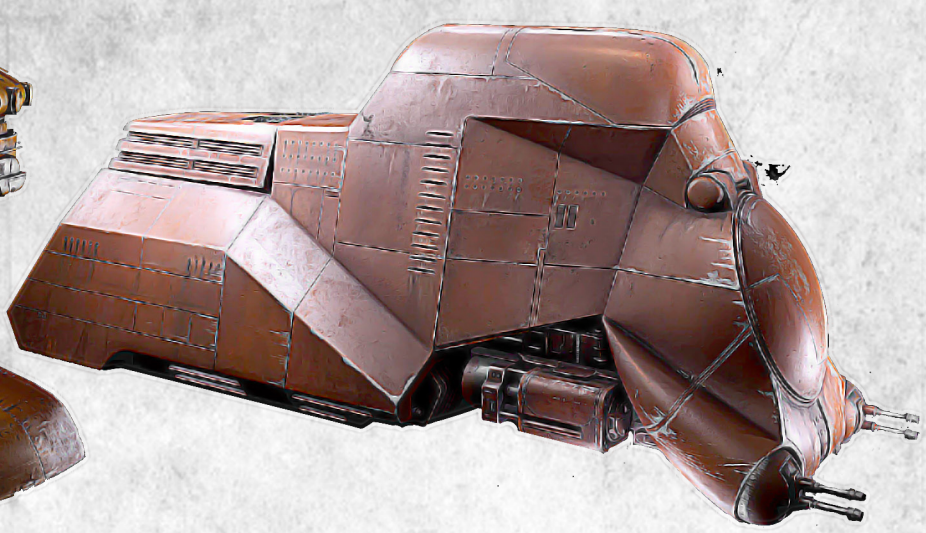
Droid Capabilities
5 Injury, 10 Battery,

Behaviour
Tactical Droids stay well back behind the lines and direct their forces. They aren't very clever or reactive, compared to organic leaders, but they are also compelely ruthless, with no quams about using human shields, biological weapons, or torture.

JANGO FETT

Use Boba Fett's profile, but use a Repeating Cooled Blaster Pistol for his weapon. He technically has two of them, but they only have the weight of one.





AAT

The Armoured Assault Tank was a popular light tank for decades, used by many armies. It became the backbone of the CIS armoured forces, crewed by droids.

Type: Repulsorlift	**Weight:** 600

Speed	Fuel	Storage
15km/1km	2/15	30
Armour	**Toughness**	
8	12	

Commander	
Type	In
Visibility	12
Capacity	20
Light Tank Cannon Radio Telephone	

Driver	
Type	In
Visibility	6
Capacity	20
x3 Large Recoilless Rifles + Hvy. Repeat Blaster Carbine	

x2 Gunner	
Type	In
Visibility	6
Capacity	20
Hvy. Blaster Rifle (Door Gun)	

x6 Passenger	
Type	On
Visibility	-
Capacity	-

The Driver's recoilless rifles are Guided, and each is loaded with 6 rounds of either Shaped Charge, Armour Piercing, High Explosive, or Incindiary. Each rifle can be loaded differently.

The driver may fire all their weapons on the same turn, but only against the same target.

MTT

The multi-troop transport is a specialized assault carrier designed specifically to carry battle droids in a special folding rack. It is lightly armed but very tough.

Type: Massive Repulsorlift	**Weight:** 1800

Speed	Fuel	Storage
10km/1km	1/20	50
Armour	**Toughness**	
10	22	

Driver	
Type	In
Visibility	6
Capacity	20
Radio Telephone	

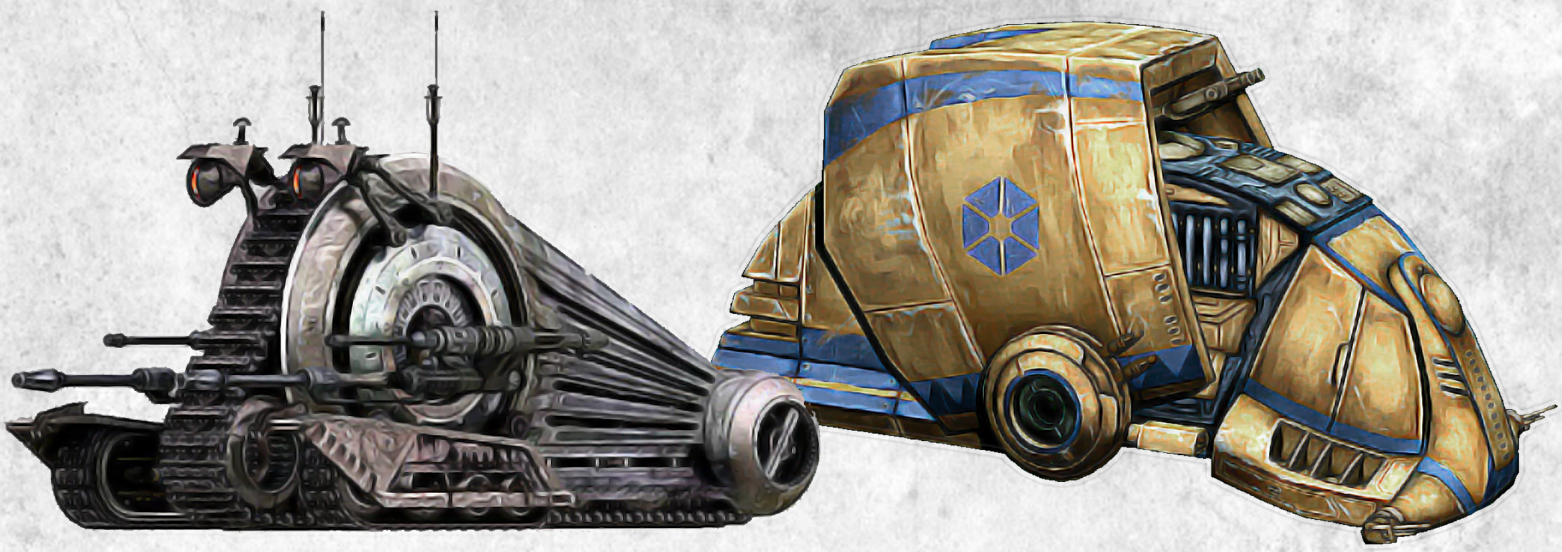
Gunner	
Type	In
Visibility	6
Capacity	20
x2 Blaster Cannon	

Rack Operator	
Type	In
Visibility	-
Capacity	30

x30 Passengers	
Type	In
Visibility	-
Capacity	30

If the combat rack is installed, instead of the regular passenger payload, the MTT can carry 112 B1 Battle Droids. Deploying the rack of droids takes two full Turns; the droids are free to act on the second Turn. The transport's weapons cannot fire during this time.

Late-war MTTs were sometimes armed with combat assault racks, which loaded 66 B1s but could deploy them all instantly.



NR-N99 PERSUADER

The Armoured Assault Tank was a popular light tank for decades, used by many armies. It became the backbone of the CIS armoured forces, crewed by droids.

Type: Repulsorlift	**Weight:** 600

Speed	Fuel	Storage
10km/800m	2/15	0
Armour	**Toughness**	
6	12	

Droid Brain	
Proficiency	7
Vigilance	9
Heavy Blaster Cannon Ion Blaster Cannon TOW Missile 4 Shaped Charge Rockets	

x6 Passengers	
Type	In
Visibility	-
Capacity	30

As a droid tank, the Persuader controls itself, but they have little intelligence and will simply charge at enemies. They will follow orders from any ally who ride on them; droid officers will often ride on them to direct them more effectively.

X-21A SUPER TANK

Designed to be almost completely impervious to damage, this prototype assault tank would move ahead of a force to draw fire and physically block attacks.

Type: Massive Ground	**Weight:** 2000

Speed	Fuel	Storage
5km/500m	1/20	50
Armour	**Toughness**	
15	22	

Driver	
Type	In
Visibility	6
Capacity	20
Blaster Cannon	

Gunner	
Type	In
Visibility	6
Capacity	20
TOW Missile 30 HE Rounds Hvy Blaster Cannon	

MAGNA TRI-DROID

These massive, expensive droid walkers are used as tank destroyers and intimidation weapons. They are rare and expensive, and are among the most deadly CIS weapons.

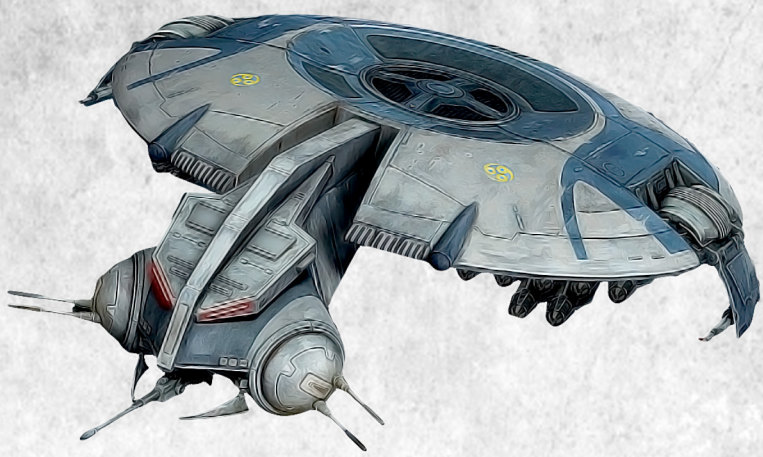
Type: Massive Walker	**Weight:** 3000

Speed	Fuel	Storage
15km/1.5km	2/15	30
Armour		**Toughness**
6		12

Droid Brain	
Proficiency	8
Vigilance	15
x3 Heavy Tank Cannon 10 HE Rounds 10 Shaped Charge Rounds 10 Incendiary Rounds	

Being so tall, the Tri-Droid can be seen from 5 kilometers away, and can see over most terrain.

For the purposes of vision range and spotting, the Tri-Droid has 30 Vigilance.



HMP PREDATOR GUNSHIP

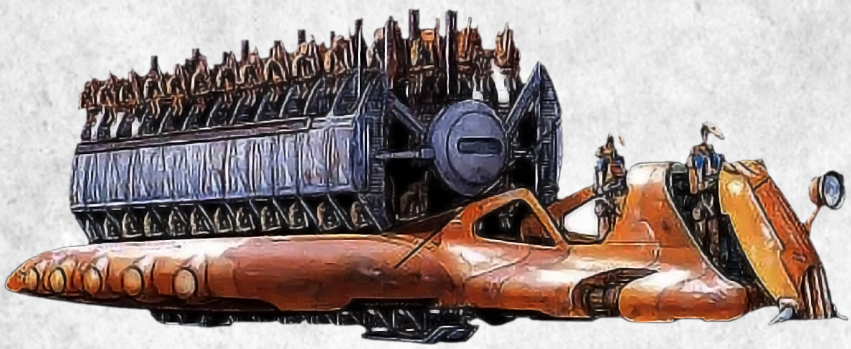
A sentient attack repulsorship, the Predator is aggressive and heavily armed, designed to suppress an entire battlefield at once. They are often deployed in massive swarms.

Type: Helicopter	**Weight:** 800

Speed	Fuel	Storage
10km/1km	1/20	50
Armour		**Toughness**
2		22

Droid Brain	
Proficiency	8
Vigilance	10
x5 Repeating Blaster Cannon (Door Guns)	

In addition to the door guns, the HMP carries either 8 Large Guided Bombs, x4 TOW Missiles with 2 Shaped Charges each, or a deployment rack for 20 B1s, 12 BXs, or 10 B2s battle droids.



PAC CARRIER

This light, open-topped troop carrier acts as a suppliment to the MTT, moving large numbers of droids or masses of supplies to positions behind the lines.

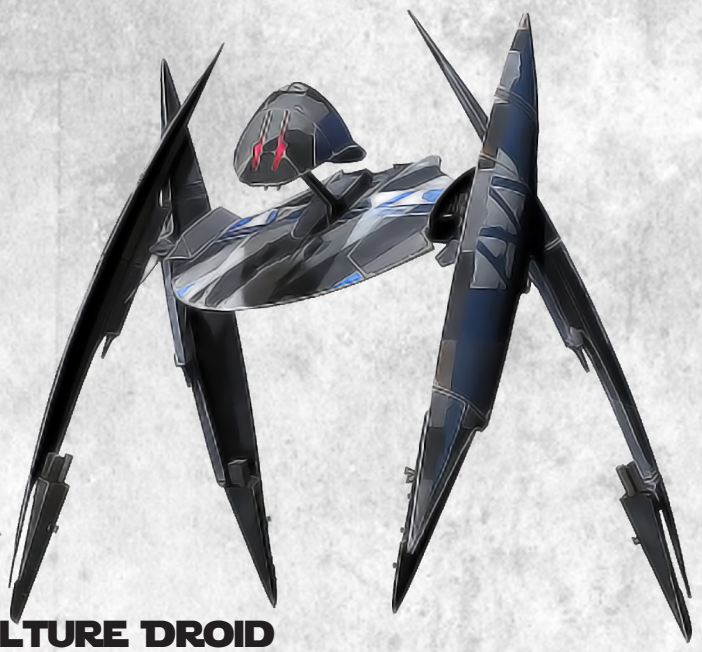
Type: Repulsorlift	**Weight:** 1000

Speed	Fuel	Storage
10km/1km	2/15	30
Armour	**Toughness**	
3	12	

Driver	
Type	In
Visibility	6
Capacity	20
Radio Telephone	

x30 Passengers	
Type	On
Visibility	-
Capacity	30

Variations may include a droid deployment rack, which works exactly like the rack used on the MTT.



VULTURE DROID

Designed to be almost completely impervious to damage, this prototype assault tank would move ahead of a force to draw fire and physically block attacks.

Type: Walker	**Weight:** 800

Speed	Fuel	Storage
1km	1/8	-
Armour	**Toughness**	
1	10	

Droid Brain	
Proficiency	8
Vigilance	10
x2 Blaster Cannon x2 TOW Missiles 4 Missiles	

As a Regular Action the Vulture Droid can transform between flight form (a Light Fighter) and walker form. While in walker form, the droid cannot fire its missiles.

Vulture Droids will frequently carry Buzz Droid missiles.

UMBARA

A world in the Expansion Region, Umbara was known as the Shadow World due to the lack of sunlight. The world developed a bizarre and deadly ecosystem, and the humans that settled there were changed by the harsh conditions into a new, near-human species known for their cunning and secrecy, and their natural night vision. In their isolation, they developed unique and fantastical technologies.

When their senator to the Galactic Republic was assassinated, Umbara defected to the Confederacy of Independent Systems. The Republic could not allow the Umbarans to take their advanced technology to the CIS, so they launched a surprise invasion, which turned out to be one of the most dangerous battles of the war for its participants.

SHADOW ARMY

The Umbaran Shadow Army uses weapons and tactics unlike anything seen in the galaxy. They preferred underhanded tactics, surprise, and trickery, and their advanced technology gave them weapons of extreme cruelty to deploy against the Clone invaders.

PLAYING AS SHADOW ARMY

Shadow Army troops are near-humans with 7 point profiles. Their natural night vision allows them to negate up to 5 Stealth Rating from darkness or night conditions.

Skills	
Trapper	
Prepare Position	
Blaster Carbine (Close)	
Hand Grenade	
Equipment	
Medium Armour	10
Umbarn Gas Dome	2
Footwear	0
Webbing Belt	0
Blaster Carbine	3
• Repeating	1
	25

You may take Batteries, Canteens, Rations, Blast Mines, S-Mines, Anti-Tank Mines, Millicreep Droids, and Spices for free, though Shadow People prefer to run light.

You're at home here in the darkness, so you generally won't attract the attention of local beasts. Unlike the Clones, you should have a detailed map of the battle area.

SHADOW ARMY GEAR

The Shadow Army uses a variety of strange and otherworldly weapons to fight its battles.

MILLICREEP DROID

A small droid, programmed to sneak up on sleeping soldiers and electricute them.			
Type	Hand Grenade		
Weight	2	XP Cost	2

When "thrown", a Millicreep approaches a sleeping, injured, or otherwise disabled opponent within 20 meters of the target zone and electricutes them to death. Targets are allowed a Difficulty 1 Vigilence check to notice and avoid the attack, otherwise they are killed outright. A Millicreep can take out up to 3 targets before it is out of power.

UMBARAN GAS DOME

The glass helmets of the Umbarans supply them with a flow of chemical vapours which make them tougher, smarter, and even more ruthless.			
Type	Wearable - Helmet		
Weight	2	XP Cost	2

While waring the helm, the Fatigue effects of the wearer's Doubt and Injury are completely surpressed. They will return if the helmet is damaged or broken.

If the user loses a round of melee, the helmet will be broken automatically.

SHADOW ARMY TROOPER

The Umbaran militia are fierce fighters, pressed into service through obligations and chemicals .

Fortitude	Vigilance	Proficiency
6	9	7

Alignment
Egocentric

Skills
Trapper, Prepare Position, Blaster Carbine (Close), Hand Grenade.

Equipment
Medium Armour, Repeating Blaster Carbine, Gas Dome, Millicreep droids and mines.

Special Rules
Negate up to 5 SR from night conditions.

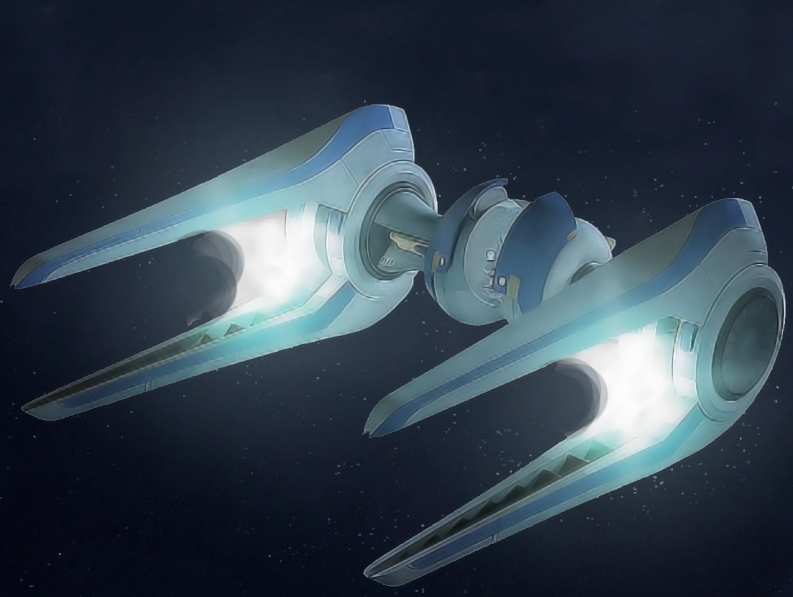
CREATURES OF UMBARA

Umbara is filled with terrifying creatures with a variety of natures.

Tigers make a good jumping-off point for most of these creatures. Give them natural armour saves, bonus damage, or additional stealth abilities to make them even more terrifying.

Most notably, the flying Bashees map very well to tigers, save that they fly! To represent this flight, bashees ignore all terrain as they move, and see over terrain. When they win a melee confrontation, they pick up their unfortunate target and fly away with them a full movement action.

For lurking predators, you can mostly just treat them like mines. Somebody steps on something and it eats a bunch of troopers before it gets put down. You can make it eat up a grenade or some ammunition in the process of dying.



HOVER TANK

Single-pilot hover tanks designed around a pair of massive plasma cannons, the Hover Tank is poorly armoured, but their firepower made them deadly ambushers.

Type: **Repulsorlift**	Weight: 600

Speed	Fuel	Storage
3km/500m	3/15	5
Armour	**Toughness**	
5	12	

Driver	
Type	In
Visibility	15
Capacity	25
x2 Light Tank Cannon	

The Cannons fires High Explosive rounds, and does not require ammunition.

IMPENDING ASSAULT TANK

The crawler tanks, or IAT, were immense, multi-segmented, partially automated tank. They were designed to engage whole battalions of clones at once.

Type: **Massive Repulsorlift**	Weight: 2500

Speed	Fuel	Storage
10km/1km	1/20	5
Armour	**Toughness**	
8	25	

Driver	
Type	In
Visibility	10
Capacity	25
Special	

The IAT automatically attacks every infantry unit it can see within 500 meters with a single Heavy Repeating Cooled Blaster Rifle. There is no limit on the number of these attacks it can use. This attack does not count as the Driver's regular action.

Optionally, the IAT can choose to focus-fire on a single target. Attack this target with x3 the Driver's proficiency, but attack no other targets. This attack will count as a Regular Action for the driver.

MOBILE HEAVY CANNON

These heavy walkers were used as mobile artillery pieces, equally capable of destroying platoons of soldiers, enemy vehicles, and incoming starships.

Type: **Repulsorlift**	Weight: **1200**

Speed	Fuel	Storage
10km/800m	1/15	5
Armour	**Toughness**	
6	12	

Driver	
Type	In
Visibility	15
Capacity	25
x2 Blaster Rifle Heavy Tank Cannon	

The Heavy Tank Cannon fires Shaped Charge rounds, and does not require ammunition.

FLEX FIGHTER

These otherworldly fighter craft flew using an unknown mechanism which granted them unparalleled speed and mobility, allowing it to move rapidly in any direction.

Type: **Airplane**	Weight: **500**

Speed	Fuel	Storage
1000km	1/20	50
Armour	**Toughness**	
2	6	

Pilot	
Type	In
Visibility	20
Capacity	25
Heavy Blaster Cannon x2 TOW Missiles 8 Shaped Charge Missiles	

The Flex Fighter has no minimum speed; it can swoop into a battle zone and hover in place without issue.

THE GALACTIC CIVIL WAR

The Galactic Empire spared no time bringing the galaxy under their iron boot, crushing all dissent and massively expanding the military to occupy the Outer Rim territories. Though the military managed to suppress most organized resistance, smaller bands of fighters eventually coalesced into the Rebel Alliance, an interstellar coalition of freedom fighters under the wise leadership of former Senators, with the goal of bringing down the Empire and restoring democracy.

Though fighting was initially sporadic and of limited scope, the increasing violence and oppression of the Empire brought the Rebel Alliance to open war, using daring tactics and innovative technology to outmanoeuvre and outfight an enemy impossibly larger and more powerful. For all the grandeur and power of the Empire, they were brought low by a scoundrel, a farmboy, and a princess, backed by a rebellion built on hope.

FAMOUS BATTLES

The Galactic Civil War contained many battles, some famous, some nearly unheard of by the average citizen.

- On the holy moon of Jedah, the Partisans engaged in a bloody resistance against Imperial occupation, which looted the old temples for kyber crystal to power a mysterious weapon.
- Over and on the Imperial research facility on Scarif, Rebel spaceships, striking from a hidden base, scored their first victory against the Galactic Empire, stealing the plans to the Death Star.
- At the Battle of Yavin, Rebel snubfighters destroyed the Death Star in a daring attack. Rebel rearguard stayed behind to defend the temple against Imperial special forces as the bulk of their forces escaped.
- On the snowy industrial world of Ondel Prime, local labour unions formed an army against Imperial snowtroopers, fighting in fierce urban warfare. The vehicles they built in factories rolled directly into the fighting outside.
- In the Battle of Denross VI, the private security forces of EnSol Corp threw in with the Rebellion, fighting a massive tank battle across the deserts over control of the world's fuel stations.
- On Hoth, Death Squadron assaulted the Rebel's headquarters at Echo Base with a walker assault, leading to fierce fighting across the frozen landscape.
- In the Siege of Inyusu Tor, Rebel forces battled the Empire's garrison over lava flows to free the Sullustan people from Imperial rule.
- In the Battle of Endor, a small force of Rebel commandos infiltrated the forest moon to disable shields protecting the Emperor's new Death Star, allowing a follow-up attack to destroy the weapon before it could be completed.
- In the Battle of Jakku, the remnants of the Imperial Starfleet duelled the New Republic above a desert world. Hundreds of ships were pulled into the gravity well, leading to fierce fighting between surviving crews on the ground.

MISSION SEEDS

- As conscripted Stormtroopers, patrol the streets and deserts of Jehda, trying to blunt the terrorist raids of the Partisans while combing the city for kyber crystal.
- As said Partisans, make the Imperial looters pay in blood for every trinket they take. Raid their convoys, take no prisoners, and reclaim what's yours.
- As rebel volunteers, hold out in the catacombs under the Yavin 4 base, taking out as many troopers as you can while others escape.
- As rebel soldiers taken prisoner by the Empire, escape from Imperial captivity and wage a guerilla war from the bowels of a massive vessel, like a Star Dreadnought or even the Death Star itself!
- Recreate a section of the Battle of Hoth, either assaulting trench lines as forward snowtrooper scouts, or desperately holding out against waves of walkers.
- As a small section of the Endor strike team, break off from the main group to scout the Empire's main base and eliminate scouts.
- As members of Inferno Squad, track down and eliminate the surviving members of the Partisans after Jehda.
- As part of the assault on Scarif, infiltrate a landing pad, place explosives, and hold out as long as possible while the infiltrators acquire the Death Star plans.
- As survivors of Blue Squadron on Scarif, evade Imperial patrols and get to safety as the biosphere collapses in wake of the Death Star's firing.
- As Rebel special agents, sneak into an Imperial AT-AT factory, hijack a unit, and go on a rampage through a dense urban environment against the best the Empire has to offer.
- As newbie Stormtroopers, venture deep into the lawless streets of Imperial Center, where aliens have been forced into ghettos. Enforce order, oppose criminal elements, and survive.
- As Stormtroopers, patrol the deep forests of Endor. The primitive people here are more dangerous than they seem...
- As survivors of the 501st, evade the victorious Rebels in your wounded AT-ST on the forest moon of Endor. Avoid coming in contact with the fierce and possibly cannibalistic Ewoks at all cost.
- In the wake of a failed assault on the second Death Star at Endor, play a small group of Rebel soldiers who ejected onto the incomplete battle station. As the last rebels alive, do what you can to sabotage construction.
- As either side at the Battle of Jakku, survive as kilometer-long ships descend from the sky and vomit forth desperate enemy forces.
- As a artillery operators for the Imperial Army, flee your positions and defect when your unit is selected for decimation for believing rumours of the Emperor's death.
- As soldiers of the New Republic, arrive to liberate the Ring of Kafrene from a Stormtrooper garrison which refused to surrender and has, ironically, resorted to guerrilla tactics.
- After the death of the Emperor, enforce the Iron Blockade as your supplies rapidly run out and morale plummets.
- As special forces of the New Republic, undertake a mission to the legendary Imperial fortress world of Byss, Palpatine's secret throne world. Confront the horrors o the Dark Side in the place, from strange experiments and special guard units to rumours of clones of the Emperor himself.

THE REBEL ALLIANCE

When the Old Republic fell and the Galactic Empire took its place, not everyone went quietly. Even as the Empire was still forming, dissent was building both in the Senate and among the people of the galaxy. This was to become the Alliance to Restore the Republic.

Initially a small band of disconnected resistance cells, the Rebel Alliance took almost two decades to crystallize into a centralized alliance, and one which was hardly a cohesive, unified force. However, they were soon thrust by circumstance into an escalating war with the Imperial government which would, through determination, innovation, and more than a little luck, result in the destruction of the Galactic Empire.

EARLY DAYS

The Rebel Alliance wasn't, for most of its history. For nearly two decades, the Empire was resisted by hundreds of decentralized cells and independent movements, each with its own philosophy, ideology, and goals in opposing the Empire. Many were simply continuation of the Separatist struggle, attempting to achieve independence on a system or planetary level, while others shared the goal of restoring the Republic. Many eschewed the idea of centralized galactic government at all, fighting to abolish structural inequality across the galaxy, and a few were simply nihilistic movements dedicated to violence and disorder. There was little to no coordination between these groups, and one by one they were crushed or driven out by the vastly superior Imperial war machine.

As time went on, the most successful of these groups began networking, forming compartmentalized cells which could more effectively resist Imperial control. They started to share resources, tactics, and iconography.

Soon, this rebellion took on a common symbol, the red starbird rising from the ashes, and not longer after they formally came together as the Rebel Alliance, establishing a headquarters and command structure, and formulating a plan to take down the Emperor and restore peace and freedom to the galaxy.

OPEN WAR

At first, the plan of the Rebel Alliance was to use their military resources to ease the burden on worlds suffering under Imperial rule while continuing to appear as an disunified series of movements. These raids would uncover and document the dark secrets and excesses of the Imperial military, which could then be brought before the Senate, hopefully turning the tide of public approval against the Emperor and setting the stage for a legislative coup.

This plan was not popular with all elements of the Rebel Alliance, many of whom believed that the current bureaucratic structures of the Empire were beyond saving. Most notably, the Partisans under Saw Gerrera believed this approach to be a cowardly, reformist strategy, and they openly pursued a guerrilla war against the Empire until they were expelled from the Alliance. Many other groups followed.

The choice was eventually taken from the Alliance's hands, however. The unveiling of the Death Star, the Empire's ultimate battle station, and the subsequent unauthorized mission to steal the station's technical readouts, forced the Rebel fleet into a direct attack on the Imperial installation at Scarif. Immediately following this event, the Senate was disbanded. War was the only option left.

HIT AND RUN

The Empire deployed their superweapon against the Rebel base at Yavin, but were foiled by a daring snubfighter attack which effectively decapitated the Imperial military, destroying much of the chain of command and leaving the Empire reeling. The victory was immense, and the Rebel Alliance was quick to capitalize on the victory to continue spreading chaos and disorder in enemy ranks.

The Alliance dispatched starfighter squadrons and infantry units throughout the galaxy with a simple mission to cause havoc and disrupt the Imperial war machine however they could. Hyperdrive-capable starfighters engaged in daring hit-and-run attacks against infrastructure and bases, while commandos trained local resistance movements and organized revolts across Imperial worlds. The Empire was spread thin trying to contain the damage, causing considerable political and financial strain on the already weakened military.

The Rebels couldn't hold the initiative forever, though. Finally fed up with leaving the military's broken high command's failure to deal with the Rebels, the Emperor appointed Darth Vader a position of complete authority within the military, and granted him command of Death Squadron, a flotilla which included the Executor, a massive Star Dreadnought.

Death Squadron tracked the Rebel Alliance to its new base on the ice world of Hoth, deploying a large ground force to penetrate the planetary shield and destroying Echo Base with a walker assault. The Rebel Alliance was left scattered and broken by the attack... but not defeated.

ENDGAME

Since Yavin, the Alliance had kept its bases and fleets separate, and the gambit paid off. Reorganizing around their space fleet, hundreds of Rebel ships and fighters assembled for the final battle; a showdown over the forest moon of Endor, where the Emperor had taken command of a partially-completed second Death Star.

The battle was intended as a trap for the Rebels, but the overconfidence of the Emperor and his underlings was their downfall. The Death Star was destroyed, the Emperor and Darth Vader were killed, and the finest remaining minds of the Imperial fleet went with them as the Executor fell into the incomplete battle station. Immediately thereafter, the Rebel Alliance declared themselves the New Republic, and much of the galaxy flocked to their side. What was left of the Empire disintegrated rapidly.

A year later, over Jakku, the final forces of the Empire were destroyed, finally bringing peace to the galaxy. A brief peace, to be sure, but a hard-earned one.

REBEL ARMY

Like all elements of the Rebel Alliance, the Rebel Army had its origins in independent militia spread throughout the galaxy. Ground forces had a difficult time integrating with the larger Rebel Alliance, as they were usually already engaged in intense guerilla war against occupying Imperial forces and had little time for the political solutions of the early Alliance.

The Rebel Army was not an occupation force, and was never expected to engage the Empire in open battle. By the time of the Battle of Yavin, the Alliance maintained merely six divisions of full-time soldiers spread out across the galaxy. Any civilized Imperial world could raise tens of millions of soldiers in response.

Instead, the Rebel Army adopted the same tactics of their starfighter corps, relying on surprise and strategic initiative to overwhelm the enemy. By constantly shifting their operations from sector to sector and aiming to destroy military infrastructure instead of taking ground, the Rebellion managed to nullify a great deal of the numerical advantage of their enemy. Even when Imperial garrisons were expanded to slow them down, the economic strain of maintaining such large forces became a victory in itself.

Rebel soldiers also specialize in liaison work with local resistance groups. A few hundred Rebel soldiers can be dropped quietly on a world to help recruit and train indigenous forces, acting as experienced advisors until the locals have turned the war around.

PATHFINDERS

The typical Rebel infantry soldier is human, fit, experienced, and usually in their mid-to-late 20s. They have typically served in either a system military or an Imperial garrison before joining the Alliance, and they will have received additional training by Rebel special forces before their deployment. They have three primary duties; garrisoning Alliance installations, assisting in guerilla resistance on Imperial worlds, and participating in raids against Imperial targets in conjunction with fleet action.

Rebel soldiers run light. They have to, as the Alliance doesn't have the money or the industrial contacts to equip them nearly to the same level as their Imperial counterparts. What the Alliance does have is an abundance of skilled volunteers and experts willing to brave hardship; the Empire has left a long trail of devastated lives and angry beings behind them. They have their pick of the best tactical minds in the galaxy to train their soldiers, and the results speak for themselves.

As there is little standardization to be had in Alliance procurement, Rebel equipment is extremely diverse. They do their best to remain a uniformed fighting force, but they must also take what they can get in terms of weapons, armour, vehicles, and munitions. Rebel soldiers have been known to further customize their gear as well; some of their commando units especially are known for their flamboyant colour palettes and extravagant murals on their vehicles.

PLAYING REBEL SOLDIERS

Squads of rebel soldiers are irregularly equipped and trained, and do dangerous missions. They are a perfect fit for PATROL.

Build a 24 point character, minimum 5 in all Attributes. Assign them the following.

Skills	
Guard	
Prepare Position	
Stealth	
Fleet-Footed	
Hand Grenade	
Equipment	
Rebel Fatigues	0
Steel Helmet	2
Footwear	0
Webbing Belt	0
Light Armour	3
	5

Take Blaster Rifle or Blaster Carbine (Medium), and take a Blaster Rifle or Blaster Carbine as your service weapon. You have 6 XP to spend on additional Skills, weapon upgrades, and misc. equipment.

You should take an MOS from the standard set in the book, swapping out equipment as you need to in order to represent the more advanced gear in the Star Wars universe, but keeping the Perks. The next collumn details changes that should be made to each MOS.

You can also opt to be a Droid Handler rather than a Dog Handler (though if you want to play with a Space Dog, you should!) Pick a droid from anywhere else in the book to be your buddy, be it a cute little astromech or a deadly battle droid!

Likewise, you can feel free to just be a droid, as the rebels make extensive use of them to suppliment their numbers. Either build a regular character and treating them as a droid, or using a standard Droid profile to represent an auxiliary character.

Rifleman
You are skilled with both Blaster Rifles and Blaster Carbines at Medium and Close.

Radio Operator
Your backpack radio unit can contact units in orbit or even on different worlds, so you can call in air support from outside the atmosphere! It also retains the usual features allowing you to jam transmissions or listen in on the enemy.

For ranges, use 1 Difficulty for this continent, 2 Difficulty for the world or orbit, 3 difficulty for this system, and 4 difficulty for out of system.

Pigman
You carry a Blaster RIfle with Repeating, Cooled, and a bipod.

The Grenadier
Unchanged.

The Point
Unchanged.

The Marksman
Get Blaster Rifle (Long), and retain the other skills; you might still use a slugthrower!

The Firebug
Unchanged. Allow Incindiary Launcher as per late-war Firebugs.

The Gunner
In addition to the default options, you can take a Blaster Cannon with any three upgrades.

The Medic
Medicase and Bacta Bombs are free.

The Intel
Unchanged.

The Handler
Your whistle is an infinite-range transmitter.

The Engineer
Unchanged.

REBEL NPCS

A wide variety of beings fought for the Rebel Alliance, across dozens of sectors. Here is just a sample.

ALDERAAN SECURITY

In their iconic uniforms and helmets, Alderaan's security forces formed the basis of the early Rebel Alliance fleet and ground troops, and the look became something of a semi-official day uniform for many Alliance units.

Fortitude	Vigilance	Proficiency
7	7	7

Alignment
Usually Idealistic

Skills
Blaster Pistol (Close)

Equipment
Blaster Pistol, Steel Helmet

Behaviour
Through brave fighters, these are not dedicated soldiers. They do their best with their limited equipment and training to keep Rebel ships and stations secure.

REBEL INFANTRTY

The basic uniformed soldier of the Rebel Alliance, Rebel Infantry were drawn from the militia and militaries of defecting or rebelling worlds. Though consistant uniforms and gear were hard to come by, most units tried to appear professional.

Fortitude	Vigilance	Proficiency
7	7	7

Alignment
Usually Idealistic

Skills
Blaster Rifle (Medium), Guard, Prepare Position, Hand Grenade

Equipment
Blaster Rifle, Steel Helmet, Light Armour, Frag Grenades. A four-man fireteam will typically have a heavy, repeating, or precision Blaster.

Behaviour
Knowing they are outnumbered and outgunned, Rebel infantry rely on sudden applications of overwhelming fire, preferrably at very close range. Their dominate tactics is to try and get as close as possible to the enemy as fast as possible and strike them unawares, but failing that they will use their longer-range rifles to try and pin down the enemy from outside their effective range while they retreat or flank.

Rebel infantry are not in the business of sustained contact, and are always willing to give ground to buy time and save lives.

REBEL PATHFINDERS

The special forces of the Rebel Alliance, the Pathfinders are spies, sabotures, and assassins, operating under the command of Rebel Intelligence. Hardened fighters all, Pathfinders lead the charge on missions too dangerous for regular troops.

Fortitude	Vigilance	Proficiency
9	9	9

Alignment
Usually Pragmatic

Skills
Blaster Rifle (Close, Medium), Guard, Hand Grenade, Stealth, Survivalist, Trapper, Jump Training

Equipment
Blaster Carbine or Rifle, Light Armour, Steel Helmets. They will often wear camouflaged fatigues. They will carry bombs and a variety of specialty weapons.

Behaviour
Rebel Pathfinders have two kinds of operations. The first involves training and overseeing local fighters, while the second is direct action missions. In these missions, pathfinders will be silent and strike suddenly, infilitrating enemy positions before striking suddenly from inside. They place great stock on using large quantities of explosives to begin their assaults with a bang.

PARTISAN

Serving under the feared Saw Gerrera, the Partisans are a rag-tag group known for their extremist tactics and fanaticism. They are hated opponents for Imperial garrisons wherever they appear.

Fortitude	Vigilance	Proficiency
7	7	7

Alignment
Righteous

Skills
A single blaster skill, Hand Grenade, Stealth, Trapper, and Fleet Footed. Some will also have Interrogate, Tunnel Rat, Camouflage, or Cold Blooded.

Equipment
A blaster and a variety of explosives. They will be dressed like locals.

Behaviour
The favoured tactic of the Partisan is a hit and run attack in an area where Imperial retaliation will endanger civilians, causing an overreaction which will ultimately hurt the Empire. A favoured attack is to simply throw a grenade at a passing vehicle or into a business serving Imperial troops. When they launch a larger ambush, they surround the enemy from all sides, unleash a barrage of fire and grenades, then fade away quickly. They are not afraid to die in order to do as much damage as possible.

EWOK

Small primitive creatures living on the forest moon of Endor, the Ewoks were considered pests and vermin by the Empire, who shot at them on sight. Unsurprisingly, they didn't take this well. When the Rebel Alliance won them over with a combination of divine mistake and diplomacy, the Ewoks were only too happy to take up the Rebel cause.

Fortitude	Vigilance	Proficiency
14	10	8

Alignment
Any

Skills
Melee (Club), Melee (Knife), Fleet-Footed, Bloodthirsty, Survivalist, Stealth, Eagle-Eyed, Trapper, Camouflage

Equipment
A knife, club, or weapon equivilent to a Crossbow.

Behaviour
Ewoks use their small stature and stealth to move close to the enemy before suddenly overwhelming them with a horde of tiny, adorable murder-machines. A flurry of arrows and heavy rocks followed by an attack from the trees is usually enough to overwhelm an Imperial patrol.

Ewoks are not scared of technology, and will eagerly take and use any gear they come across, from blasters to speeder bikes. Their actual ability with such weapons is variable, but they are quick to understand their effects.

REBEL HEROES

The Rebel Alliance had many heroes. Here are some whose names are known.

LUKE SKYWALKER

A farmboy from the desert world of Tatooine, Luke Skywalker longs for adventure. Little does he know of his grand destiny.

Fortitude	Vigilance	Proficiency
12	7	12

Alignment
Idealistic

Skills
Melee (Lightsaber), Bolt Action Rifle (Medium/Long), Fly X-Wing

Equipment
Lightsaber, Blaster Pistol w/ EScope, Grappling Hook, Blast Grenade.

Special Rules
Luke is a Force User.

Behaviour
Luke is bold, brave, and stands his ground. He's not a great soldier by any means, and usually doesn't participate in ground operations unless something has gone terribly wrong, but he's a decent shot with a pistol, and though he lacks training with his lightsaber, he's more than willing to swing it around and make a show of it. He has a terrible tendency to run directly into a threat in order to get it over with.

PRINCESS LEIA ORGANA

Princess from the doomed world of Alderaan, Leia Organa is also a Senator, holds a PHD in Political Theory, and is a decent shot with a blaster.

Fortitude	Vigilance	Proficiency
10	14	10

Alignment
Idealistic

Skills
Blaster Pistol (Close), Blaster Carbine (Close), Diplomacy, Tough Nut

Equipment
Blaster Pistol.

Behaviour
Leia does not suffer fools. She takes charge of any situation she's in and does something about it, be it talking down Imperial Moffs or shooting it out. Her hot temper and lack of patience for anything that isn't working means that the moment her plans hitch up even a little, she'll try something unexpected to throw the enemy off, and this tactic works wonders for throwing her opponent for a loop, frustrating her allies, and winning back the initiative.

HAN SOLO

A smuggler with a checkered past, Han Solo is trying to stay one step ahead of a bounty from the Hutts, and is mostly succeeding. Mostly.

Fortitude	Vigilance	Proficiency
13	10	10

Alignment
Egocentric

Skills
Blaster Pistol (Close), Fly (All), Fleet-Footed

Equipment
Blaster Pistol.

Behaviour
The only thing Han hates more than a fight is a fair fight. He likes tricks, misdirection, running away, and shooting first, so he'll always try one of those. If his ambush fails and surprise can't win the day, he's outta there.

CHEWBACCA

A Wookie, Chewbacca once served in the Clone Wars, and has now, somehow, ended up at the side of a human smuggler, slumming it across the galaxy.

Fortitude	Vigilance	Proficiency
25	9	10

Alignment
Pragmatic

Skills
Blaster Rifle (Close), Fly (All), Handyman

Equipment
Heavy Blaster Rifle

Behaviour
Chewie favours the direct approach to problem solving. If hitting it doesn't work, what would?

LANDO CALRESSIAN

Lando won a city in a card game, so is trying to go legit. He's mostly succeeding. Mostly.

Fortitude	Vigilance	Proficiency
8	8	10

Alignment
Egocentric

Skills
Blaster Pistol (Close), Diplomacy, Fly (All)

Behaviour
Lando would really prefer not to fight. His first priority will be getting his people to safety, followed by getting himself to safety.

If there's a threat on the ground, Lando doesn't go anywhere without his second Lobot and at least a dozen armed guards. He wants the the situation under control and favours the direct solution.

ROGUE ONE

A secret (and unauthorized) mission to steal the Death Star plans.

JYN ERSO

Daughter of an Imperial weapon designer, Jyn Erso was raised by rebels. She lives to fight and win.

Fortitude	Vigilance	Proficiency
14	10	10

Alignment
Pragmatic

Skills
Melee (Club), Blaster Pistol/Carbine (Close)

Equipment
Club, Blaster Pistol

Behaviour
Jyn's extreme determination to always get the job done drives her onwards through any odds.

CAPTAIN CASSIAN ANDOR

When he was six years old, he threw rocks at CIS forces occupying his world. Now he throws thermal detonators at the Empire. Same thing, really.

Fortitude	Vigilance	Proficiency
14	12	12

Alignment
Pragmatic

Skills
All Blasters (All), Stealth, Cold Blooded

Equipment
Andor's transforming blaster is 5 points of equipment. As a regular action, it can be converted into a pistol, carbine, or rifle with any two attachments.

Behaviour
Cassian has no qualms about doing exactly what needs to be done. He prefers to fight from a long distance away as a sniper.

K2-SO

Use the profile for a KX-security droid. K2 is Pragmatic, and really snarky. That part's important.

CHIRRUT ÎMWE

A blind Guardian of the Whills. Don't bring a gun to a Donnie Yen fight.

Fortitude	Vigilance	Proficiency
18	2	18

Alignment
Idealistic

Skills
Melee (Club), Blaster Launcher (Medium, Long)

Equipment
Club, Precise Blaster Launcher

Special Rules
Chirret counts as a force user in close combat.

Behaviour
Even though he's blind, Chirrut is probably the single most deadly close quarters fighter in the Outer Rim. He'll use his nonthreatening appearance to get close to the enemy before demolishing them.

BAZE MALBUS

Former Guardian of the Whills, Baze has lost his faith, but gained a truly magnificent firearm.

Fortitude	Vigilance	Proficiency
14	7	15

Alignment
Pragmatic

Skills
Baze's Blaster (All)

Equipment
Baze wears Heavy Armour and carries his own custom blaster. This blaster is a Heavy Cooled Repeating Precision Blaster Rifle with an EScope, and it takes up his backpack slot.

Behaviour
Baze prefers a low-energy approach to combat. Ideally, he sits down wherever he can see the enemy clearly, then he lets the custom-programmed targeting computer on his blaster do the work.

BODHI ROOK

A cargo driver for the Empire, Bodhi grew increasingly disillusioned with his job ferrying supplies for the Death Star, until he was convinced to defect.

Fortitude	Vigilance	Proficiency
18	12	12

Alignment
Idealistic

Skills
Fly (Cargo Shuttle), Electronics

Equipment
None.

Behaviour
Bodhi does not fight. He has absolutely no desire to do anything of the sort, and wouldn't even know where to start. He'll find a quiet place and hide.

THE DROIDS

Really, STAR WARS is about these two. Everyone else is an extra.

R2-D2

A blue and white astromech which just keeps getting into and out of trouble, saving the galaxy every time.

Fortitude	Vigilance	Proficiency
5	5	8

Alignment
Righteous

Skills
Handyman, Defuse, Electronics, Explosives

Equipment
In-Built Toolkit, Hologram Projector, Stunner
A built-in Jetpack.

Droid Capabilities
Armless, 3 Injury, 8 Battery
Double speed on roads.

Behaviour
R2-D2 is the most astromech an astromech droid has ever been, displaying an abundance of loyalty, bravery, and skill. He's mischievous, clever, and not really afraid of much of anything.

C3-P0

R2's gold counterpart, the most anxious protocol droid ever to be programmed by a 9 year old.

Fortitude	Vigilance	Proficiency
3	8	1

Alignment
Pragmatic

Skills
Diplomacy

Droid Capabilities
Humanoid, 3 Injury, 8 Battery

Behaviour
C3-P0 is in most ways a typical protocol droid, being just as skittish as any of them. Despite that, he's got just enough of a contrarian streak to keep going in dangerous situations, which invariably contributes to him saving the day, as much as he'd rather not be involved at all.

Poor 3P0 takes 1 Doubt just getting on a starship.

T2-B REPULSOR TANK

Smuggled to the Rebel Alliance when the manufacturer couldn't sell them to the Empire, the T2-B is a heavily armoured but lightly armed scout tank.

Type: Repulsorlift	**Weight:** 2000

Speed	Fuel	Storage
20km/750m	2/15	30
Armour	**Toughness**	
8	12	

Commander	
Type	In
Visibility	12
Capacity	20
Radio Telephone	

Driver	
Type	In
Visibility	12
Capacity	20

Gunner	
Type	In
Visibility	12
Capacity	20
x4 Repeating Cooled Heavy Blaster Rifles	

U-WING TRANSPORT

Incom's last masterpiece before the company nationalized and the design team defected, the U-Wing is small, but can transport men and material between stars.

Type: Helicopter	**Weight:** 800

Speed	Fuel	Storage
1km/800km	1/20	50
Armour	**Toughness**	
2	22	

x2 Pilots	
Type	In
Visibility	10
Capacity	20
Blaster Cannon Radio Telephone	

x10 Passengers	
Type	In
Visibility	-
Capacity	40

Resistance	Limit	Recharge	Overload
3	6	2	4

Up to two door guns can be installed on the U-Wing, replacing passenger positions. Most door guns are Repeating Blaster Cannons, though there may also be Ion Repeating Blaster Cannons, Heavy Blaster Cannons, and other such modifications.

THE GALACTIC EMPIRE

The Galactic Empire was born from the corruption, war exhaustion, and security theatre, and though it reigned only a few short decades, it left an unmistakable scar on the fabric of galactic society.

THE RISE OF THE EMPIRE

The Clone Wars were marvellously manipulated by the future Emperor in his guise as both Chancellor Palpatine and Darth Sideous, master of Separatist leader Count Dooku. Though the war was the largest since the Great Hyperspace War, the conflict was never truly existential for the Republic; it merely appeared that way.

By the third year of the war, the Outer Rim Sieges dragged on and trillions of credits were sunk into attrition warfare. Both sides were exhausted. Despite Republic gains, there didn't seem to be a definitive end to the conflict on the horizon, as the Separatists could always reestablish droid factories in barren systems and start over again. Though propaganda filled the airwaves, promising a quick victory at any moment, both sides were preparing for the possibility that the war may well last generations.

Then, suddenly, it was over. The droids were shut down, the Separatist leaders dead, and Palpatine was Emperor. The constant anxiety of the war was over, and Emperor Palpatine was incredibly popular with large swathes of the galaxy for what was believed to be his gambit for the swift end of the war.

THE NEW ORDER

The official story was that the Jedi, a group of charlatans with no real power, had been exposed by the Emperor as having manipulated the war effort, deliberately stretching things out in order to increase their own power and influence in the Republic.

This was rapidly spun into a new enforced state atheism; the Force was declared to be little more than a myth, the Jedi nothing but tricksters and con-men. Religious organizations dedicated to the Force were quickly stigmatized, driven from public spaces, and eventually outlawed outright.

Replacing these faiths under the Empire was the political cult of the New Order, which was designed to push a political narrative of xenophobia, purity, and absolute loyalty, in the name of forging a unified and secure Empire. Central to this effort was eradicating unique cultures and molding everyone worthy into New Galactic Citizens.

Though the Empire had mixed popularity in much of the galaxy, the New Order catered perfectly to the Core Worlds, where the Empire was extraordinarily popular even after the destruction of Alderaan came to light. The mixture of purpose, elitism, and power appealed to many in the privileged areas of the galaxy.

THE TARKIN DOCTRINE

After Sheev Palpatine, probably the most important man in the entire Empire was Grand Moff Wilhuff Tarkin. A member of the Imperial Navy during the Clone Wars, his ruthlessness caught the eye of the Emperor, and he rapidly rose to be one of the most powerful figures in the Empire, governing the entire Outer Rim.

Tarkin believed strongly that the fear of force was the ultimate political unifier. A government could not simply be powerful; it had to make its citizens feel powerless before it, that they had no choice but to acquiesce to whatever demands were made of them. Just as fear lead to the downfall of the Republic, fear would sustain the Empire.

These ideals appealed to the Emperor's mindset as a secular realization of the Dark Side of the Force, and the Emperor made every effort to advance the thought as well as the man. The realization of the Tarkin Doctrine would come as the Empire's ultimate weapon, the Death Star.

ULTIMATE POWER

The mobile battle station known as the Death Star quickly became a central plank of Palpatine's plans for the galaxy. The weapon was a massive project, unlike anything seen in thousands of years; a 120 kilometer mobile station, fully self-powered and capable of hyperspace travel, dotted with thousands of turbolasers and protected with thick shielding. At the core of the station was the Superlaser, a massive weapon powered by dozens of massive reactors and a matrix of Kyber crystal.

Able to destroy a world in a single shot, through any planetary shield or other defence, and effectively immune to fleet action, the Death Star, once operational, would sweep away the need for any kind of legitimizing restrictions on power. Palpatine's word would become law, backed by unstoppable destructive power. In fact, the moment the station was operational; the Senate and courts were dissolved by executive order, and Palpatine became the sole authority in galactic government.

Before Palpatine could ascend to control his battle station, however, it was destroyed in the Battle of Yavin. Rebel agents successfully smuggled the original plans of the station out of an Imperial R&D base on Scariff, where it was relayed by Princess Leia and future generals Luke Skywalker and Han Solo to the rebel base at Yavin. Using these plans, an attack was launched by rebel fighters as the station approached the Yavin base, triggering a flaw in the reactor core which annihilated the station. The greatest war machine in history was destroyed by two snubfighter squadrons.

DEATH SPIRAL

Not only was the Death Star to be the ultimate battle station, it was also the new headquaters for the Imperial military. At the time of the Battle of Yavin, the battle station housed Grand Moff Tarkin, the majority of the Joint Chiefs, dozens of high-ranking moffs, admirals, and generals, many of the top technical specialists in the Empire, and all their aids, assistants, and advisors. Most of the beings in line to replace them had been made part of this staff. This was on top of the hundreds of thousands of elite Imperial personnel, including a large number of specialists deeply involved in the construction of the Death Star.

The ragged hole torn in Imperial command functions might have even been enough to cause the Empire to collapse into infighting, were it not for the more pressing threat of the Rebel Alliance and the ascension of Darth Vader as the Emperor's personal enforcer in the ranks of the Imperial military. Rapid promotions and consolidation of the Starfleet were made, but the effect on efficiency and morale were telling.

Even as the Emperor ordered the construction of a replacement for the Death Star, the Empire was coming apart at the seams. At the Battle of Endor, the Rebel Alliance engaged the core of the Imperial Starfleet in pitched battle and destroyed the Second Death Star, and with it the Emperor and his advisors. With the senate gone, there was effectively no Imperial government left, and the military quickly fragmented. After their defeat at Jakku a year later, there was nothing left of the Empire.

PLAYING THE EMPIRE

As evil as they are, it's hard to deny the Empire is just plain *cool*. Their uniforms and aesthetic draws from all the most striking images of fascism to create an intimidating military force. So naturally, you might want to play as them and bring Order to the galaxy!

Obviously, the jumping-on point is to play as Stormtroopers, but this opens up another question; what kind of stormtrooper? There's dozens and dozens of types in the EU, and every time we see them there seems to be a new variation specialized for a new environment or circumstance. That's half the fun!

In this interpretation of the Imperial Military, most Imperial Stormtroopers are conscripts or volunteers for whom combat effectiveness is a secondary concern. Instead, the main purpose of the Stormtrooper Corps is to brainwash large segments of the population into obedient, disciplined people who will be model citizens when they return civilian life. It's a galaxy-wide jobs program that can also garrison rebellious planets.

Those specialized divisions are the groups of professional troopers who actually get the job done in the real war zones. Some of those units are indistinguishable from regular Stormtroopers, even mixed in to the main units, but others have special uniforms and tasks. That's why you sometimes see them in mixed groups.

This lets us have our cake and eat it too; you can play whatever sort of specialized stormtrooper unit you can see (or devise) while still populating the game with regular mooks you can boss around.

Conversely, if you play as rebels, you can have relatively easy fights against the regular troopers, but when a special uniform shows up you know it's going to be a real tough fight, and on top of that some supposedly regular Stormtroopers are going to turn out to be hardened badasses behind that white armour.

BASIC TROOPERS

If you just want to play your average nervous conscripts, roll up some basic troopers.

Stormtroopers have names, of course, but they don't get to use them while on duty, instead using their service numbers. You're all humans, male or female, and you should decide if you were conscripted or you volunteered, and what planet you came from.

Built a 21 point character with the following skills and equipment for a standard trooper.

Skills	
B. Carbine (Medium)	
Guard	
Prepare Position	
Hand Grenade	
Equipment	
Stormtrooper Armour	8
Stormtrooper Helmet	4
Black Fatigues	0 (2)
Footwear	0 (2)
Blaster Carbine	3
• E-Scope	
Webbing Belt	0 (2)
Grapnel	0
x6 Power Packs	6
x1 Fragmentation Grenades	1
x1 Rations	2
x1 Canteen	1
	25

You don't get any extra equipment or anything; this is the entirety of your gear! As a Perk, you have Disciplined; your Units count as twice as large for the purposes of Suppression.

EXPERIENCED TROOPERS

Now, if you want to play the more professional troopers, upgrade yourself to a 24 point character with the standard profile. Take 6 XP worth of additional Skills, and build yourself a weapon worth 8 XP. Using this system, you can fill various specialities in the squad.

For an idea of how this might look in play, picture all the strange and unique weapons carried by the Sandtroopers in A New Hope.

ENVIRONMENTAL TROOPS

If you want to play troopers specialized for a certain environment, you want to figure out what kind of environment that is. Come up with a cool uniform to fit that environment; if it is camouflaged, remove the SR penalty.

You also have an Environmental Pack. The Pack is a 5 Weight Backpack piece you wear which, combined with whatever cool custom uniform you have, gives you utter immunity to whatever the conditions of your planet might be so you can be your baddest self.

So if you are playing Snowtroopers, this completely protects you from the effects of Cold Snap and Blizzards. If you're playing Sandtroopers, just ignore heatwaves and sandstorms. If you fight on toxic planets, this protects you from all gases and acids. If you fight where there is water, it's SCUBA gear. If you jump out of planes, its a parachute. If you climb around in tunnels, it makes all your gear count as weighing a quarter of what it usually does for the purposes of tunnel width.

Take the Survivalist and Camouflage, as well as Scuba Cert, Tunnel Rat, Jump Training, or Aquatic as appropriate for the region.

SCOUT TROOPERS

Scout Troopers are speeder-bike riding pathfinders and snipers.

Skills	
B. Pistol (Close)	Stealth
Guard	Fleet-Footed
Prepare Position	B. Rifle (Long)

Equipment	
Light Armour	3
Footwear	0 (2)
Webbing Belt	0 (2)
Blaster Pistol	1
	4

Take as many batteries, canteens, and rations as you feel you need. Depending on your mission, you will have either a speeder bike, an AT-RT, or a precision blaster rifle with scope.

DEATH TROOPERS

Nobody is really sure what these guys are, but rumours abound that they are the result of extensive genetic experiments, or even dark rituals raising the dead.

Death Troopers are 30 point, 16 XP Experienced Stormtroopers. Their armour gives them +3 Stealth Rating. They feel no Doubt and are Skilled at Shock Checks.

IMPERIAL NPCS

STORMTROOPER (CONSCRIPT)

A conscript in anonymous white armour, trained and drilled in constant, mind-numbing routine until there is nothing left but a service number and complete devotion to the Empire.

Fortitude	Vigilance	Proficiency
8	6	6

Alignment
Generally Righteous

Skills
Blaster Carbine (Medium), Hand Grenade, Guard, Prepare Position

Equipment
Stormtrooper Armour with Helmet, Utility Belt, a Blaster Carbine with EScope, 1 Frag Grenade, a grapnel, and 6 Power Packs.

Behaviour
Stormtroopers operate in basic fireteams of four, usually in larger squads of twelve. They are given very little leeway in interpreting orders, and simply follow all orders they receive to the letter. They rarely show initiative or aggression unless ordered, and they tend to be incredibly simple-minded.

The only thing that can be said for stormtroopers is that they are incredibly disciplined and will continue fighting and advancing long past the point where things have become hopeless. They rarely surrender or retreat, and have the same Disciplined Perk as PC stormtroopers, effectively doubling their Unit size for the purposes of Suppression.

STORMTROOPER (VETERAN)

An elite shock trooper in one of the Empire's crack divisions, this soldier lives to destroy the enemies of the Empire, and does so with careful precision.

Fortitude	Vigilance	Proficiency
9	9	9

Alignment
Generally Pragmatic

Skills
Blaster Carbine (Close, Medium), Survivalist, Hand Grenade, Guard, Prepare Position

Equipment
Standard trooper gear.

Behaviour
These Stormtroopers are braver and more capable than the regulars. Unlike regular troopers, they generally won't keep doing something that isn't working, and will press the flanks and suppress the enemy instead of relying on constant assault.

Other Stormtroopers defer to the experience of these soldiers, so if there is one in a unit, they become much more aggressive and tactical.

STORMTROOPER OFFICER

Stormtrooper officers lead troopers into combat, giving orders and coordinating attacks. They are completely anonymous in combat, with no markers to indicate they are anything but regular stormtroopers.

Fortitude	Vigilance	Proficiency
7	9	6

Alignment
Any

Skills
Blaster Carbine (Close, Medium), Blaster Pistol (Close), Hand Grenade, Interrogate

Equipment
Identical to Stormtroopers. They wear a coloured paldron as a rank marker, but remove it in combat. Outside of combat, they wear black officer fatigues. Some may carry pistols.

Behaviour
Most stormtrooper officers are primarily concerned with advancement, and do not have the strict discipline and suicidal obedience of their underlings, so they stay back and direct soldiers from a distance. Simple, direct tactics are favoured.

Stormtrooper officers lead platoons of 24 troopers, but frequently there are more troopers than this directed to a battle site, leaving many troopers to follow simple orders without supervision.

NAVY PERSONNEL

The Imperial Navy is a vast organization with a dizzying collection of ranks and responsibilities.

Fortitude	Vigilance	Proficiency
7	7	5

Alignment
Any

Skills
Various. Security has Blaster Carbine (Close).

Equipment
Fatigues and footwear. Officers wear green, noncoms wear black, and enlisted men wear grey. Gunners wear medium armour and helmets, and security wear helmets and carry blaster carbines.

Behaviour
Most navy members have duties to attend to, and will be distracted by doing so. If a fight starts, they will retreat immediately unless there is something in the area that absolutely needs doing.

Navy Security mans checkpoints throughout ships, stations, and bases, checking identification and looking for unusual behaviour. They will try to hold their posts, but they are not stormtroopers and will call for backup from regular troopers from any threat larger than themselves. They will then retreat to manage navy members near the battle zone.

KX-Series Security Droid

A tall, highly-intelligent droid which accompanies Imperial forces to offer advice, guard prisoners, do menial labour, and otherwise assist stormtroopers.

Fortitude	Vigilance	Proficiency
15	12	12

Alignment
-

Skills
Blaster Carbine (Close), Guard, Melee (Club)

Equipment
None. May carry a Blaster Carbine.

Droid Capabilities
Humanoid, 5 Injury, 12 Battery
Skilled at Shock Checks
Built-in Clue

Behaviour
As Battle Droids are banned in the Empire, security droids are not meant for direct combat, and are generally not armed until an alarm is sounded. They are generally tasked with managing prisoners, guarding computers and checkpoints,and carrying gear for stormtroopers.

Scout Trooper

A lightly armoured soldier selected for their quick wit, accuracy, and ability to operate and think independently.

Fortitude	Vigilance	Proficiency
8	10	8

Alignment
-

Skills
Blaster Carbine (Medium), Blaster Pistol (Close), Blaster Rifle (Medium, Long), Hand Grenade, Fleet Footed, Eagle-Eyed, Stealth, Survivalist

Equipment
Medium Armour, Helmet, Blaster Pistol.
Some will be mounted on Speeder Bikes.
Others will carry Precision Blaster Rifles.

Behaviour
Scout Troopers spread out ahead of regular Imperial legions on their speeder bikes, reporting back information and engaging targets with their sniper rifles. They fight only when they are forced to; they prefer to escape to report back.

Though it makes more sense for Scout Troopers to have transmitters that they can use to report the players position, it's better if they need to get physically closer to their own lines to report the things they've seen. This will lead to cool speeder bike chases and neutralizing them before they can get back!

Death Trooper

Genetically and cybernetically enhanced special forces, the best the Empire has to offer, chattering nightmarishly in encoded language.

Fortitude	Vigilance	Proficiency
14	14	14

Alignment
-

Skills
All Blasters (Close/Medium/Long/Extreme), Stealth, Hand Grenades, Guard, Survivalist

Equipment
Steathy Stormtrooper armour, custom weapons, a variety of explosives.

Behaviour
Death Troopers are relentless killing machines, who use stealth and precision to destroy their targets. They should be employed as nightmarish endgame foes who appear to drive the players back, and never allow them to be easily ambushed or attacked. They always have the initiative.

DARTH VADER

Once, the man inside this suit was Anakin Skywalker, hero of the Galactic Republic. But behind the hero was a traumatized young man whose youth in slavery and upbringing in a repressive monastery left him desperate for any kind of sense of control. He was manipulated to the Dark Side, and struck down by his master Obi-Wan Kenobi. Now, Darth Vader is the terrifying cyborg enforcer of the Emperor's will.

Fortitude	Vigilance	Proficiency
30	15	15

Alignment
Righteous

Skills
Melee (Lightsaber), Interrogate

Equipment
Lightsaber, Heavy Armour, and a Steel Helmet.

Special Rules
Vader is a powerful Force user.
Additionally, Vader is Skilled at Shock Checks.

Behaviour
Vader is an unstoppable killing machine, and when he shows up as an opponent the game becomes a horror movie. The players shouldn't really stand a chance of killing him; they just need to try and escape.

If Vader is on your side, you'll find him to be impatient and short-tempered. Vader doesn't want to be here. Vader has a lot of important brooding to do, and he's already pissed that the Emperor made him get out of bed today. If he thinks you're slowing things down, he's going to remove you.

EMPEROR PALPATINE

The most powerful man in the history of the galaxy, Emperor Palpatine is a lot of things. He's the formerly elected Chancellor of the Republic and Senator from Naboo, Sheev Palpatine, known for being soft-spoken and measured. He's the ancient Sith Lord Darth Sidious, one of the most powerful Force users in history. And, more than any of that, he's just kind of a dick. Like, seriously.

Fortitude	Vigilance	Proficiency
5	30	5

Alignment
Egocentric

Skills
Diplomacy

Equipment
None.

Special Rules
Palpatine is an impossibly powerful Force user, which allows him to do pretty much whatever he wants.

Behaviour
Palpatine is a schemer who is adept both at creating and managing long-term plans spanning stars, and at spinning to new approaches without missing a step when things go wrong. You don't get to rule the entire galaxy by being dumb.

On the other hand, ol' Sheev has been letting himself slip a bit in recent years. His hated enemies are dead, he commands the largest empire in history, and the Chosen One is his bitch, so he has a bit of a tendency to be overconfident and overlook little details.

ORSON CALLAN KRENNIC

Head of the Advanced Weapon Research division in the Imperial war machine, Director Krennic oversaw many of the most important projects in the Empire, including the Death Star, Death Troopers, IGV-55 surveillance vessels, and the TIE Striker.

Fortitude	Vigilance	Proficiency
7	15	8

Alignment
Egocentric

Skills
Blaster Pistol (Close), Electronics

Equipment
Heavy Blaster Pistol, Eagle Eyed

Behaviour
Director Krennic is in that annoying place on the hierarchy where he has to keep going places and solving problems personally, which often involve shooting people or threatening to shoot people.

Because Krennic generally prefers having other people do the shooting, he doesn't go anywhere without his personal guard of Death Troopers. At least 2, preferably more. That said, he isn't afraid of personally solving problems, especially when other Imperial officers are busy being useless. As usual.

ALEXSANDR KALLUS

An agent of the ISB and veteran of many conflicts against Rebels, Agent Kallus was posted to Lothal to combat the rising Rebel threat. The things he would confront there would shake his loyalty to the Empire.

Fortitude	Vigilance	Proficiency
14	10	10

Alignment
Pragmatic

Skills
Bo-Rifle (Melee, Close, Medium), Hand Grenade, Interrogate, Electronics, Stealth

Equipment
Medium Armour, Steel Helmet, Bo-Rifle

Special Equipment
Kallus' bo-rifle is a combination Heavy Blaster Rifle and Shock Stick in a 5 Weight package.

Behaviour
Kallus is dogged and determined, but also knows that discretion is the better part of valour. Once it's clear that things just aren't going to pan out for him, he'll take his men and get out.

Kallus is typically accompanied by a number of stormtroopers, and as an ISB agent both stormtroopers and almost all officers will defer to him, lest the draw the ire of the feared internal security apparatus of the Empire.

GRAND ADMIRAL THRAWN

A Chiss exile working for the Empire, Thrawn is one of the very few non-humans with a place in the upper hierarchy of the Empire, a position he earned through his keen and ruthless intellect.

Fortitude	Vigilance	Proficiency
8	5	5

Alignment
Egocentric

Skills
Melee (Unarmed), Blaster (Close)

Equipment
None.

Special Rules
To represent Thrawn's talents, Thrawn's unit, or one under his direct command, can go on Overwatch, but do not need to specify what action they will take. They can simply interrupt their opponent's Turn.

Behaviour
Thrawn leads from *well* back. He keeps himself in fighting shape for the sake of his ego, not because he really likes getting up close and personal. He'll tussle if he needs to, but he much prefers siccing his droid bodyguards on a threat and backing out.

Speaking of, Thrawn doesn't go anywhere without some security droids nearby, just in case.

SITH INQUISITOR

One of the Dark Side acolytes of the Emperor, the Inquisitors represent Darth Sidious' vision for the Sith, now unleashed and without Jedi to stop them. They blend technology and mysticism to create a Force-empowered footsoldier of the New Order.

Fortitude	Vigilance	Proficiency
12	16	12

Alignment
Righteous/Egocentric

Skills
Lightsaber (melee), Interrogate, Cold-Blooded

Equipment
Medium Armour, Steel Helmet, Lightsaber

Special Rules
Sith Inquisitors are, obviously, Force users.

Behaviour
Sith Inquisitors prefer to work alone, outside of the military, and do not even trust each other. They are often accompanied by probe droids and other mechanical functionaries, but otherwise they make their own way on the battlefield to complete objectives, which usually involve abduction, assassination, torture, and other fun activities.

Sith Inquisitors are universally overconfident; they believe themselves the last users of a dead art whose power is unmatched.

IMPERIAL GEAR

STORMTROOPER ARMOUR

Stormtrooper armour was adapted for a greater range of body types after the ranks were opened to volunteers and conscripts, and the results were even lighter and more flexible than Phase 2 gear.

Type	Equipment		
Weight	6	XP Cost	1

Body Armour.
- 3+ vs. Fragmentation, Slugthrowers.
- 4+ vs. Melee, Fire.
- 5+ vs. Blasters.
- +5 Carrying Capacity.
- -3 Stealth Rating

STORMTROOPER HELMET

Stormtrooper helmets were more built out than their clone counterparts, providing more armour protection, but losing most poisonous gas filtering and some awareness.

Type	Equipment		
Weight	2	XP Cost	1

Helmet.
- Counts as Steel Helmet.
- -1 Vigilance.
- Built-in night vision.

SQUAD SHIELD

These miniaturized theatre shields were invented to allow veteran troops and squad leaders the ability to create instant cover.

Type	Equipment		
Weight	2	XP Cost	3

When deployed, creates a 30m radius theatre shield at the user's location. The shield will last until depleted, and loses 1 Limit per Turn.

Resistance	Limit	Recharge	Overload
1	16	0	8

EWEB

This special blaster cannon is widely used in the Empire. Though heavy, this multi-part weapon could easily dismantle infantry, light vehicles, and small spacecraft.

Type	Firearm		
Weight	Special	XP Cost	-

The E-Web is a Repeating Cooled Blaster Cannon consisting of multiple parts.
- The 8 Weight Cannon.
- The 10 Weight Power Pack.
- The 6 Weight Tripod.

Once assembled, the E-Web can be used by a single operator. It has unlimited ammunition, and inflicts twice the normal Suppression on infantry targets.

As an addition, a 4 Weight Gun Shield can be attached to the weapon, giving +1 Injury Reduction to the user.

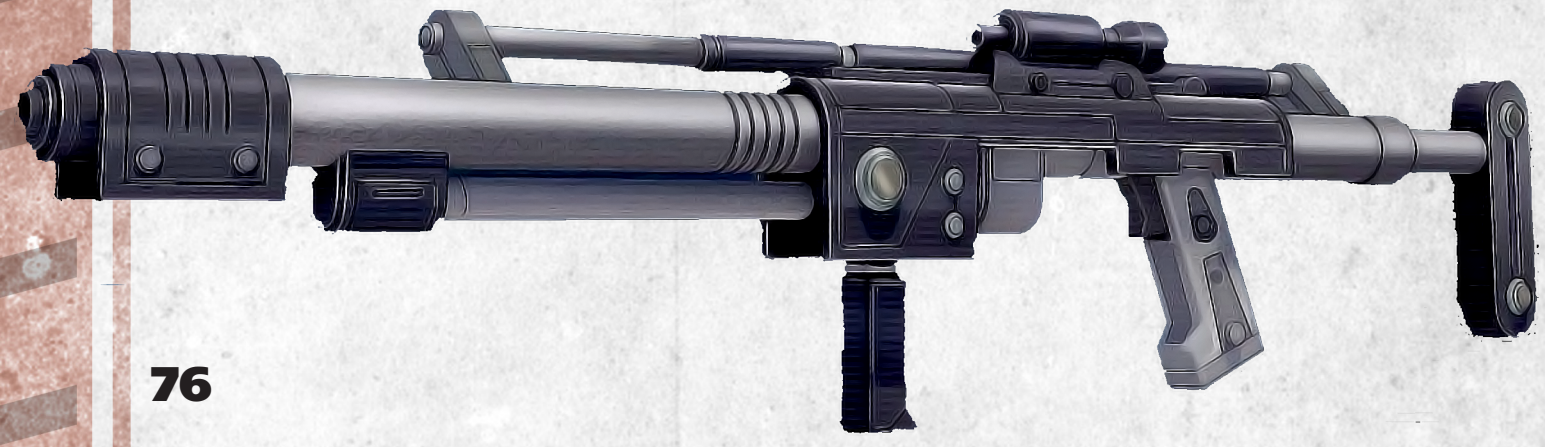
T-7 ION DISRUPTOR

A weapon which combines aspects of both Ion and Disruptor weapons with immense power, the T-7 was banned by the Imperial Senate because of its use as a terror weapon.

Type	Firearm		
Weight	6	XP Cost	8

The T-7 counts as a Heavy Ion Disruptor Blaster Rifle. Additionally, when it strikes a Unit, everyone else in the unit takes 1d3 Ongoing damage from radiation burns.

Using a T-7, or seeing one used, immediately incurs 3 Doubt the first time. Afterwards, unless the user is Righteous and employing it against a hated foe, every use will inflict 1 Doubt.



POST-ENDOR

When the Emperor died, the Empire began collapsing very quickly. Organization rapidly broke down, a series of phony Emperors tried and failed to take control, and entire sectors seceded within weeks. The legitimacy of the New Republic by comparison to the failing Empire led to them quickly rising as a peer power, and the end of a unified Empire.

THE FINAL YEAR

After the Emperor's death, things got very bad, very quickly for the Imperial military. Designed with the assumption of an endless and unstoppable supply train, there simply wasn't logistical reserves, so once production started lagging from worlds leaving the Empire, the military started running out of *everything*.

Your characters are limited to a maximum of 2 free spare Batteries, 1 free Ration, and their canteens. Everything else that's normally free, including grenades and other munitions, now cost 1 XP. All the other specialized equipment costs twice as much.

Your campaigns should revolve around the hopelessness and confusion of the circumstances. Constant desertion, harsh crackdowns, your commanding officer changing every few days from purges and promotions. It should be a confusing mess, and for most characters all you really want is to get out and get to safety.

THE IRON BLOCKADE

A very notable incident in the decline of the Empire was the Iron Blockade of Governor Adelhard. Refusing to let his sector fall, the military-minded Governor reorganized his forces into a brutal sector militia which he would use to enforce the lie that the Emperor was alive and well, and traitorous thoughts to the contrary would be punished swiftly.

To enforce this, the Governor created a special unit of so-called Purge Troopers, soldiers whose only task was to inflict mass violence on civilian populations in order to keep order.

PURGE TROOPER

A soldier in specialized armour, trained to strike terror in rebellious populations. They are recruited from addicts, violent criminals, and anyone else who shows a deficiency of empathy.

Fortitude	Vigilance	Proficiency
15	10	10

Alignment
Righteous

Skills
Blaster Carbine (Close), Guard, Melee (Club)

Equipment
Purge Armour, standard trooper equipment, gas mask, a heavy Blaster, T-7 Disruptor, or flamethrower.

Special Rules
Purge Armour improves the trooper's armour saves by 1 against all weapons.

Behaviour
Purge Troopers are utterly fanatical and have no regard for life, their own or anyone under their jurisdiction. They do not form friendships or trust anyone; their job is to kill anyone they are ordered to kill, and they do it without hesitation. They will use poison gas, flamethrowers, disruptors, and any other weapon they see fit to enforce the will of their leaders against any target, even other Imperials.

IMPERIAL VEHICLES

TX-225 GAVW OCCUPIER

A light assault tank used by forces policing and looting Outer Rim worlds, the Occupier is lightly armoured but low to the ground and heavily armed.

Type: Ground | **Weight:** 500

Speed	Fuel	Storage
10km/1km	3/15	120
Armour		**Toughness**
6		15

Commander	
Type	In
Visibility	5+
Capacity	20
Radio Telephone	

Gunner	
Type	In
Visibility	2
Capacity	20
x2 Precision Blaster Artillery	

Driver	
Type	In
Visibility	3+
Capacity	20
Repeating Cooled Blaster Rifle	

x12 Passenger	
Type	On
Visibility	-
Capacity	-

The two Blaster Artillery guns are sponson-mounted. As the gunner can only attack one target per Turn, they can both be fired at one target in the same turn, or one can be fired without turning the tank to face that target.

The Commander can place a Blaster Rifle with any number of upgrades as a mounted pintle weapon on their hatch.

TX-225 GAVR PERSECUTOR

A variation on the Occupier with a repulsorlift drive, it sacrifices stability for reliability and cheapness, using a simple antigrav engine over an overly complicated track system.

Type: Repulsorlift | **Weight:** 500

Speed	Fuel	Storage
20km/750m	2/15	120
Armour		**Toughness**
6		12

Commander	
Type	In
Visibility	5+
Capacity	20
Radio Telephone	

Gunner	
Type	In
Visibility	2
Capacity	20
x2 Precision Blaster Artillery	

Driver	
Type	In
Visibility	3+
Capacity	20
Repeating Cooled Blaster Rifle	

x12 Passenger	
Type	On
Visibility	-
Capacity	-

The two Blaster Artillery guns are sponson-mounted. As the gunner can only attack one target per Turn, they can both be fired at one target in the same turn, or one can be fired without turning the tank to face that target.

The Commander can place a Blaster Rifle with any number of upgrades as a mounted pintle weapon on their hatch.

ITT/RTT

The Imperial Troop Transport, and its stripped-down Recon variation, are small non-combat repulsorcraft used in logistics and scouting roles.

Type: Repulsorlift	**Weight:** 2000

Speed	Fuel	Storage
20km/750m	2/15	300
Armour	**Toughness**	
5	12	

Driver	
Type	In
Visibility	4
Capacity	20
Radio Telephone	

Gunner	
Type	In
Visibility	4
Capacity	20
x2 Hvy. Blaster Rlfle (Door Guns)	

x8 Passenger	
Type	In
Visibility	-
Capacity	35

x6 Passenger	
Type	On
Visibility	-
Capacity	35

<u>Recon Troop Transport</u>

An ITT can be converted to a Recon Troop Transport. This variation reduced cargo room to 50 units and eliminates 4 internal passengers. A People Sniffer is added which can be operated by a passenger.

Atop the RTT is a turret. Add another Gunner position, armed with a Blaster Cannon. This turret gets +5 vs air targets.

AT-AT

The massive All-Terrain Armoured Transport is the centrepiece of Imperial armoured tactics, a nearly invincible weapon that can smash through any defensive line.

Type: Massive Walker	**Weight:** 5000

Speed	Fuel	Storage
500	1/40	40
Armour	**Toughness**	
12	20	

Commander	
Type	In
Visibility	8+
Capacity	20
Radio Telephone Binoculars	

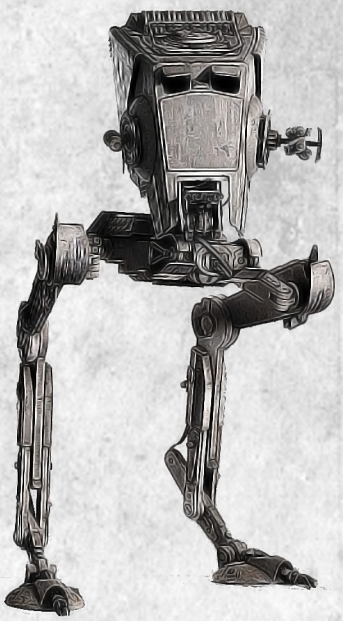
Gunner	
Type	In
Visibility	8
Capacity	20
x2 Heavy Blaster Artillery x2 Repeating Blaster Artillery	

Driver	
Type	In
Visibility	8
Capacity	20

x50 Passenger	
Type	In
Visibility	-
Capacity	40

If the AT-AT wishes to change facing more than 45 degrees, it must spend an entire Turn doing so, making no other movement.

The AT-AT can sacrifice 5 passengers to carry a speeder bike and rider. It can carry 6 bikes maximum.



AT-ST

The All Terrain Scout Transport is a light support walker, beloved by infantry forces for the heavy arsenal it carries despite its light armour and low weight.

Type: Walker	**Weight:** 2000

Speed	Fuel	Storage
1.2km	2/15	300
Armour		**Toughness**
5		9

Driver	
Type	In
Visibility	6+
Capacity	30
Radio Telephone People Sniffer	

Gunner	
Type	In
Visibility	6+
Capacity	30
Blaster Cannon x2 Repeating Blaster Rifles Automatic Grenade Launcher 12 Concussion Grenades	

The AT-ST breaks apart and clears infantry obstacles it strides through due to its foot-mounted wirecutters.

As there is only one top hatch, only one member of the crew can look out at a time. Up to two passengers may also sit inside the cockpit pod, and either may use the hatch.

AT-DP

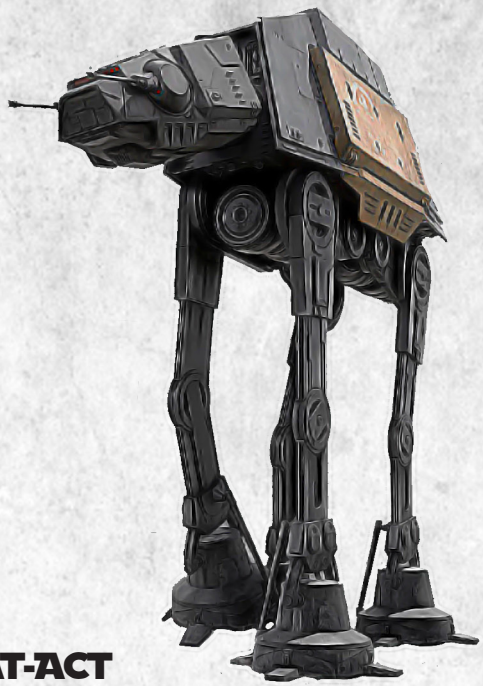
As the AT-ST lacks anti-vehicle weaponry, the AT-DP was designed to supplement them with its single heavy cannon. They are often pressed into service by occupying forces.

Type: Walker	**Weight:** 1800

Speed	Fuel	Storage
1.2km	2/15	30
Armour		**Toughness**
6		9

Driver	
Type	In
Visibility	6+
Capacity	30
Radio Telephone Loudspeaker	

Gunner	
Type	In
Visibility	6+
Capacity	30
Light Tank Cannon Infinite Armour Piercing Shells Telescopic Sight	



AT-ACT

A variation of the AT-AT, given longer legs and a cargo bay to move large amounts of war material. They are less armed and armoured, but still capable of self-defense.

Type: Walker	**Weight:** 5000

Speed	Fuel	Storage
500	1/40	800
Armour	**Toughness**	
8	18	

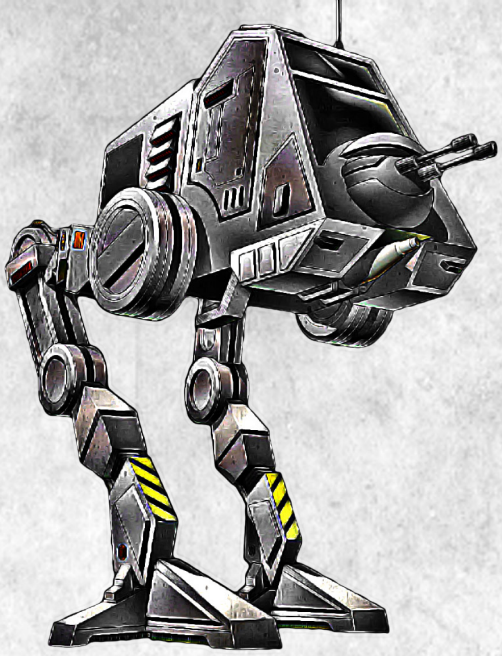
Driver	
Type	In
Visibility	8
Capacity	20
Radio Telephone	

Gunner	
Type	In
Visibility	8
Capacity	20
x2 Blaster Artillery	

If the AT-ACT wishes to change facing more than 45 degrees, it must spend an entire Turn doing so, making no other movement.

Without a cargo unit, the AT-ACT's speed is increased to 750m per turn, and storage is reduced to 10.

If disabled by Ion weapons or similar, the vehicle's integrity field will fail and the legs will snap like dry twigs, catastrophically destroying the AT-ACT.



AT-PT

These light, single-user attack walkers are used in places where AT-STs simply won't fit. They are well-liked as mobile gun posts, but lacking as support or scout vehicles.

Type: Walker	**Weight:** 1800

Speed	Fuel	Storage
1km	2/15	30
Armour	**Toughness**	
4	12	

Operator	
Type	In
Visibility	5
Capacity	30
Repeating Cooled Blaster Rifle	

The viewport is just the little bit at the top there! The big black area under it isn't a window, it's an anti-glare pad! Get it right!

CRIME SYNDICATES

Though the Empire stressed law and order, they only cared about such things in the inner systems, where their political base lived. They cut deals with organized crime in the Outer Rim and other less important systems, allowing them to operate even more openly than even the weakened Republic would permit, while flooding them with money from the increasingly corrupt military-industrial complex. Across the galaxy, crime flourished.

THE HUTTS

Hutts are a large, slug-like species hailing from Nal Hutta. Their long lifespans, immense physical power, and clever minds helped the ambitious among them to accrue much power, but centuries of distrust and disgust by other sentient species eventually saw the Hutts pushed out of respectable society. All that was left were the crime lords, and the Hutts soon became the most powerful backers and organizers of criminal syndicates in the galaxy.

By the fall of the Republic, the Grand Hutt Council was one of the most powerful organizations in the galaxy, effectively ruling vast swathes of the Outer Rim. Deals cut with the dying Republic saw them fill the void left by the CIS as the de facto rulers of many Separatist systems, and the Empire turned a blind eye so long as other crime was suppressed.

The Hutts operate partially as traditional crime lords, with interests in gambling, smuggling, slavery, the spice trade, and illegal weaponry, but they also rule planets with an almost feudal structure, collecting taxes and enforcing their own twisted rule of law.

The fall of the Empire, and especially the death of the infamous Jabba, saw the Hutts lose a great deal of power. Their fragmenting empire gave explosive rise to a much different underworld in the subsequent years.

THE BLACK SUN

An ancient organization, rising and falling repeatedly over the course of thousands of years, the Black Sun Syndicate began as a simple alliance of criminal organizations in the lowest slums of Coruscant in the wake of disorder and war. In the time since, the Black Sun has been the insignia of people's rebellions, slaving empires, and unscrupulous criminal overlords.

Currently, the organization calling itself Black Sun is the Falleen Cabal, a collection of Falleen nobility who have co-opted the symbol for their an empire built on slave trafficking. They put on airs of respectability, but they are ruthless.

USING CRIMINALS

This isn't a game for playing criminals; if that's the STAR WARS experience you want, pick up Fantasy Flight's EDGE OF THE EMPIRE. The criminal profiles here are for use as oppositional forces, particularly as thorns in the side of patrolling player characters in a counterinsurgency situation.

Criminals want something. They want power, security, money, to uphold a sense of honour, to keep the regular population scared. Violence is one of the tools they have to enforce this, but they know they can't stand up against a military force. Instead, players might run into criminal activity and be asked to pass judgement or protect innocents.

In a COIN scenario, especially when local authority has crumbled entirely, the occupying forces often have to act as law enforcement, a roll they are not suited for. The violence they use will have repercussions; if they kill a petty criminal needlessly, the people will not tolerate it, and this should manifest as resistance, passive or active, against the occupier.

On the other hand, you might have these criminal organizations presented as something of a peer threat to the Rebel Alliance, or to isolated Imperial bases. Just remember that a skirmish between criminals and occupiers is a very different thing from pitched battle.

CRIMINAL NPCS

If you want to populate the criminal underworld, here's a list of some crime-doers. For that proper rag-tag feel, all the stats are random; a criminal gang should not feel uniform.

CRIMINAL FOOTSOLDIER

A typical criminal enforcer, dedicated to making a buck using force and intimidation.

Fortitude	Vigilance	Proficiency
2d6+1	2d6-1	2d6-2

Alignment
Usually Egocentric

Skills
A Close skill with the blaster of their choice.

Equipment
A blaster pistol or carbine with 1 mod. A melee weapon; draw from The Trench Raiders for flavour. 25% chance of light armour. Some spice.

Behaviour
Criminals typically don't want to pick fights with soldiers, and will generally avoid doing that. However, they will gleefully use the presence of soldiers and the lack of order to attack one another or extort civilians, and they will shoot and run if the military harasses them, lest they be subject to harsh military justice.

SWOOP TROOPER

Many Outer Rim criminal gangs ride swoop bikes, heavily modified speeders with weapons and armour, to harass frontier towns and escape the law.

Fortitude	Vigilance	Proficiency
2d6-1	2d6	2d6+1

Alignment
Usually Egocentric

Skills
Blaster Pistol (Close), a melee skill, and a skill with their speeder's weapons.

Equipment
A blaster pistol, road leathers equal to Light Armour, and a Swoop Bike. Spices, usually Uppers.

Swoop Bikes
A Swoop Bike is a Speeder Bike with one or more of the following upgrades.

- Replace the regular weapon with another, more powerful or heavily modified gun.
- Add spikes or blades, giving the user a +12 and 3 damage reduction in melee.
- Armour plates, giving the rider 1 Injury Reduction against all weapons.
- Engine tuning for +3 Speed.

Behaviour
Swoop Troops operate in close-knit gangs, often simply causing chaos for the joy of it. They are reckless, violent, and often high on spice.

BOUNTY HUNTER

You might be a legitimate bounty placed by a government, or a contract kill for a local crime lord. Doesn't matter; the bounty hunters will find you.

Fortitude	Vigilance	Proficiency
2d6+2	2d6	2d6+2

Alignment
Usually Egocentric.

Skills
Two skills with their chosen weapon and a melee skill, plus any two other skills.

Equipment
A heavily modified custom firearm, Medium or Heavy Armour, a melee weapon suited to subduing targets, and a "trick" like a jetpack, special explosives, or tracking devices.

Behaviour
B-1s operate in large units under the command of slightly more independent officer droids. They have no capacity for tactical thought and no sense of self-preservation; they will simply march at foes, laying down a thick curtain of suppressive fire. They never take cover of any kind and will follow orders to the letter.

CRIMINAL CHARACTERS

Many criminals would become famous for their actions and influence, to the point where some had considerable impact on the Galactic Civil War.

BOBA FETT

Cloned son of Jango Fett, Boba quickly established himself as one of the galaxy's premier bounty hunters, taking up his father's armour. In his long career, he would frequently work for Darth Vader as well as Jabba the Hutt.

Fortitude	Vigilance	Proficiency
10	10	10

Alignment
Righteous

Skills
Blaster Carbine (Close, Medium), Melee (Grapple Gun), Search

Equipment
Heavy Armour, a Steel Helmet, a Jetpack, and a Precision Blaster Carbine with Escope. Additionally, built into his armour for no extra weight is a flamethrower and a single-shot grapple gun which gives +8 to Subdue in Melee.

Behaviour
Boba Fett likes to take his targets by surprise, and is usually ambivalent about taking them alive. He'll try to disable his target with his carbine, then use his jetpack to rocket close and either subdue them for transport or roast them alive.

CAD BANE

After the death of Jango Fett, Cad Bane became the number one bounty hunter. The Duros would work for both sides of the Clone Wars before serving the Empire, and eventually would retire on a truly magnificent pile of cash, his protégée Boba Fett taking on his role.

Fortitude	Vigilance	Proficiency
8	12	9

Alignment
Egocentric

Skills
Blaster Pistol (Close), a melee skill, and a skill with their speeder's weapons.

Equipment
A pair of Precision Repeating Blaster Pistols and light armour. In his gauntlets (Weight 2) is a single-shot flamethrower and a Shock Baton. His rocket boots (Weight 2) function as a jetpack. His breathing tubes give him immunity to gas weapons.

Behaviour
Cad Bane is one of those types who likes plans within plans, and always has a way out. This will generally involve disguises, trickery, sudden application of hidden explosives, ambushes, backups, betrayals, and simple rocket-boot assisted escapes. Just make those happen in a constant stream around him.

AURRA SING

A cybernetic near-human who worked with Cad Bane during the Clone Wars, Aurra Sing survived the end of the war and continued her criminal career through the rise of the Empire. Her preference for assassination at long range made her infamous.

Fortitude	Vigilance	Proficiency
8	10	12

Alignment
Egocentric

Skills
Blaster Pistol (Close), Blaster Rifle (Medium, Long, Extreme), Stealth, Camouflage, Trapper, Defuse, Electronics, Escape Artist, Fleet-Footed, Tunnel Rat

Equipment
A Precision Blaster Rifle with a Telescopic Sight and a Blaster Pistol. She is a cyborg and has an inbuilt communicator.

Behaviour
Aurra Sing is typically hired to kill a single target, which she will typically do by shooting them from a great distance, usually from some improbable position. She'll use decoys and deception to misdirect anyone trying to stop her before taking her shot, and she'll leave as quickly as she can once the job is done or has gone south. She absolutely does not fight if she doesn't have to or she doesn't think she will win immediately and without risk.

HONDO OHNAKA

Once the leader of a (fairly incompetent) gang, Hondo found himself a small-time criminal in the Empire who inadvertantly would end up helping the early Rebellion. Really, though, he was just out for a good time, and he has no idea how any of this happened.

Fortitude	Vigilance	Proficiency
2d6-1	2d6	2d6+1

Alignment
Egocentric

Skills
Diplomacy, Trapper. Hondo is skilled with his blaster pistol as well as a variety of melee weapons, so give him whatever is appropriate for his current weapons.

Equipment
A Blaster Pistol and an Infantry Sabre, a Steel Helmet, and Medium Armour.

Behaviour
Hondo generally prefers letting other people do the risky stuff while he makes clever plans and figures out to how escape richer than he was before. If he's in direct combat, that means something's gone wrong.

If he does have to fight, Hondo loves creating a strong advantage through whatever trickery he can muster, generally through the use of mines, fake surrenders, and letting other people do some heroic sacrifices on his behalf.

HUTT

These large, powerful slug-like creatures just happen to control the largest and most powerful criminal empire in the galaxy. Though much given over to hedonism and luxury, they are still enormous and physically imposing creatures.

Fortitude	Vigilance	Proficiency
2d6-1	2d6	2d6+1

Alignment
Usually Egocentric

Skills
Diplomacy.

Equipment
Usually, none.

Special Rules
Due to their size and bulk, Hutts are Really Big Aliens who are Skilled at Shock Checks. Obviously, they don't wear (and don't need!) footwear!

Behaviour
While Hutts usually try to leave as much of the fighting as they can to others, if threatened they will remind people why they are in charge by crushing interlopers with their sheer bulk. This is purely an intimidation play, however; in an extended fight they will always be concerned primarily with escaping.

Hutts command considerable loyalty from criminals.

THE NEW GALACTIC CONFLICT

The Empire crumbled faster than any new force could arise to fill the vacuum, torn apart by infighting and inherently unstable politics. Much of the Empire, one way or another, joined or became otherwise affiliated with the New Republic, leading to a period of peace. Various elements of Imperial remnants, under harsh treaty conditions and rapidly losing support, slowly disbanded over the decades, and peaceful democracy once again became the norm.

To those who still believed in the vision of a perfect and eternal Galactic Empire, this was intolerable. These ideological fanatics copied, then burnt, the records of the Empire and disappeared into the farthest sectors of the Galaxy, taking with them material and manpower in the confusion. There, they licked their wounds while working themselves into a frenzy, obsessed with purging the weaknesses of the Empire and creating a perfect society of absolute control. They called themselves the First Order.

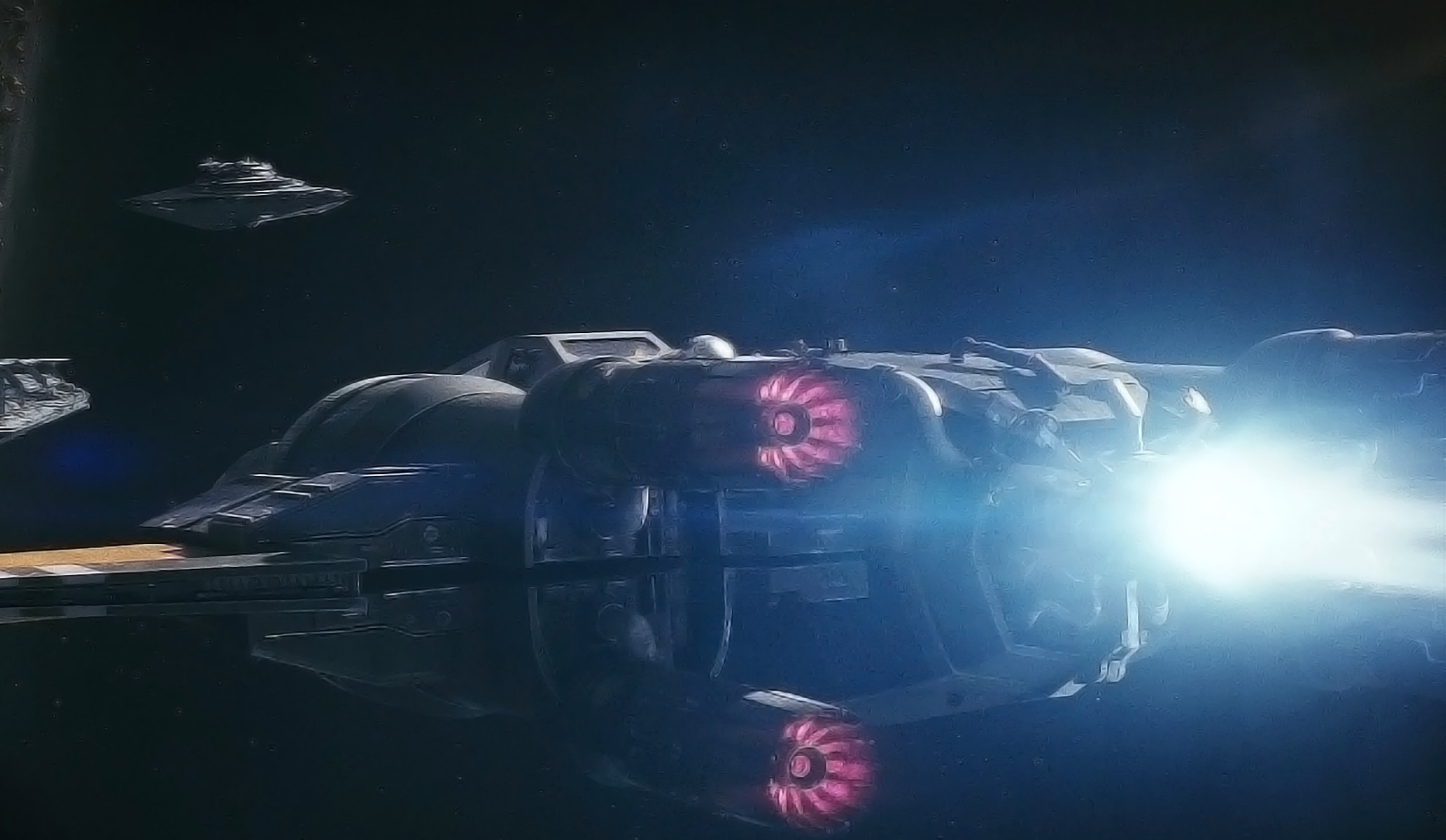
The New Republic, tired of endless war, sought to appease and sidetrack the First Order, seeing them not as a resurgent force, but as a pathetic junta, bottled up in a dead region of space screaming pointlessly at the stars. Surely, there was no way they could rebuild a force strong enough to threaten the galaxy?

Unfortunately for them, the First Order was born of careful planning and exploitation of the Empire's secrets. The finest technology and darkest experimentation of the Old Empire was put to use, funded by cynical actors of the military-industrial complex unable to tolerate the end of galaxy-wide conflict.

From the Unknown Regions, the First Order designed and built new weapons and ships, forged armies from kidnapped children, and made alliances with dark forces. They pledged themselves to an absolutist worldview of endless violence and war for its own sake, a worship of fear and hatred as their values. They sought not to control populations or save the galaxy from itself with harsh methods; to them there was only control.

There were those in the Republic that would not stand idle as this force assembled, who struck out on their own to confront the thick looming at the edge of the Galaxy. Heroes new and old took up arms once again to safeguard the universe against tyranny, but some feared it was too little, too late.

Across the endless void of space, a weapon lays ready to snuff out the stars and rip the heart from the New Republic. The First Order will return, darkness will cloak the galaxy, and worlds will burn.



MISSION SEEDS

- As Stormtroopers, patrol a frontier world and the settlements there for a downed Resistance fighter.
- As Resistance fighters, escape the same world as a mixed set of pilots and commandos from the Resistance.
- As Stormtroopers, enforce harsh measures against a world behind on its tithes. Use or confront the violence of the First Order.
- As Resistance guards, hold out while your base is raided by the First Order. Get your people to safety.
- As the Resistance, swoop in on a world to rescue a person or retrieve information mere hours before a Dreadnought begins BDZ protocols and destroys all life.
- As Stormtroopers, hunt for one of your own who has turned against the cause. Ensure no traitor would dare follow in their footsteps.
- As the honour guard of a mid-rim world, defend your government and people as the First Order comes for the children.
- As the judiciary forces of the New Republic, investigate a remote world which claims to be victim of the First Order. Defend their outposts and take prisoners to learn more about the threat.
- As one of the last Imperial holdouts, use your outdated equipment to stand firm against the First Order trying to force your world out of isolation.
- As a criminal gang, slip under the noses of the New Republic as you deliver vital information to your handlers in the First Order in the middle of a crowded city.
- As Resistance commandos, lead what's left of a planetary defence force in a desperate last stand against First Order forces besieging their world.
- As a squad of Stormtroopers, defect from the First Order during a night mission against a Resistance stronghold. Escape, and try to not get shot by either side.
- As newly reactivated CIS droids, claim this world in the name of the Separatists! All you need to do is clear out these strange, smooth clone soldiers...
- As New Republic reservists, hold a small town against a Stormtrooper assault until the Resistance can arrive to save you.
- As Stormtroopers, comb through the downed starships of Jakku's graveyards, looking for fugitives.
- As any force, stand firm against the First Order invasion as the long-awaited assault on the New Republic begins.

THE RESISTANCE

Thirty years after the fall of the Old Empire and the rise of the New Republic, the Resistance stands in opposition to the First Order.

Run as a private army by General Leia Organa and consciously modelled on the Rebel Alliance in much the same manner that the First Order models itself on the Empire, the Resistance serves primarily to monitor First Order space, gathering intelligence to turn over to the New Republic and running raids to prevent the fascists from become too comfortable.

While the Rebel Alliance represented the collective effort of a galaxy worth of dissonance, the Resistance is *tiny*. Most citizens see them as paranoid hardlinerd who could bring war to a peaceful galaxy. Others whisper that the Resistance are dangerous terrorists, attempting to reignite a decades-old conflict to slake their bloodlust. Dark rumours swirl about General Organa's heritage and mental wellness, with more than one commentator suggesting that the Resistance is little more than an attempt by aging war heroes to recapture their old glory.

In reality, the fears of the Resistance are all too real. The First Order is a far greater threat than the Republic realizes, not merely a hermit state of powerless extremists. They have amassed unbelievable power in their quest for galactic domination, and if left unchecked they could represent an existential threat to liberty in the galaxy.

The Resistance is entirely funded by the personal wealth of its founders and a trickle of funds from sympathetic senators and worlds. As a result, the entire organization contains perhaps only two thousand full-time members, plus a number of informants, sympathizers, and independent militias in First Order space. It is heavily reliant on droids, mercenaries, and even criminal organizations for logistics.

RESISTANCE WAR EFFORT

The sharp end of the Resistance military is their starfighter squadrons, consisting of a few dozen T-70 X-Wing fighters at most. Aside from that, they have a small number of transports, some utility ships, a pair of undermanned and obsolete Mon Cal cruisers, and a large number of droids in support roles. They are dwarfed by the millions of soldiers and vast fleets of the First Order.

To compensate, individual members of the Resistance are highly skilled and motivated. All their combat personnel are exceptional in their field; the head of their starfighter wing, Poe Dameron, ranks among names like Anakin Skywalker and Wedge Antilles as one of the greatest fighter pilots the galaxy has ever known, and they are lead by strategic geniuses such as the famed Gial Ackbar. Despite the vastly improved standards of the First Order, the Resistance are in another league.

Resistance tactics emphasis minimal contact for maximum effect. Operations are carefully planned over weeks, with target sites observed by daring recon flights and stealth missions. Then, the fighters and transports drop from hyperspace right on top of the target zone, unleash hell, and fade away before any kind of response can be mustered. In this way, the Resistance can punch far above its weight, allowing them to erode First Order capabilities by blowing apart vulnerable links in their supply chain and killing key members of the fascist junta.

RESISTANCE COMMANDOS

The Resistance maintains teams of elite Commandos, spiritual descendants of the Battle of Scarif and the Endor Moon raid. Their skills in infiltration, demolition, survival, and ambush are unmatched anywhere in the galaxy, and mere rumours that a Resistance stealth transport has touched down on a world is enough to put an entire planet into a state of emergency.

These skills are put to good use against the First Order; training local militia, destroying industrial resources, hijacking ships, abducting scientists, and assassinating leading members of the military junta. Every mission is more dangerous and daring than the last.

Because of their tiny numbers, Resistance Commandos must leverage every possible advantage they can muster. They make extensive use of close air support tactics, working closely with Resistance Starfighters to nullify threats too large for them to handle, and they frequently capture and use First Order equipment, especially their transports and walkers.

PILOTS AS INFANTRY

Because the Resistance is so small, many of its members must pull double duty. Most of the Resistance's pilots are also trained to operate as infantry, both in order to ensure they can evade First Order forces if shot down and to accompany Commandos if the need arises. It is not uncommon for pilots to be sent on solo missions to trade intelligence with local militia or show the flag to faltering guerilla groups; ground combat training is simply sensible in those circumstances.

A common solo mission for Resistance pilots is extraction. Using two-seat trainers like the T-66 X-Wing or RZ-1T, high value targets can be extracted at high speeds. With XB transports or stolen Imperial shutters, commando squads can be picked up at the end of their mission. Either way, these missions entail a Resistance pilot slipping through First Order defences and making a covert pickup.

While ideally these missions are quick and quiet, in reality they often involve a preliminary strafing run, extensive use of the fighter's antipersonnel weapons, a takeoff under fire, and a subsequent chase, inevitably through an asteroid belt or narrow canyon. Such is life in the Resistance.

PLAYING THE RESISTANCE

The Resistance doesn't have a huge presence in military terms in The Force Awakens, making it difficult to judge exactly how to create a ground force for them.

A good way to do it would be to just use the same rules as is used for the Rebel soldiers, but play with a higher point count to represent how they are more specialized. 32 point characters seem in order, given how badass FO Stormtroopers are. Take 2 MOS per character for the multirole specialist feel.

For equipment, Resistance soldiers don't seem to be wearing armour, so ditch that. You go fast and light into a combat zone.

Poe's blaster rifle indicates that Resistance weapons may be higher-power than average; every Resistance long gun should do +1 Injury. That'll even the playing field against those heavily-armoured Stormtroopers.

While PATROL doesn't really touch the air game, it makes sense that you might play a downed Resistance pilot, or one pulling double-duty as infantry. Just grab some piloting skills instead of a second MOS, if that's the route you're taking, and start with an astromech.

The nature of missions in the Resistance is important. You should always be doing something larger than life, like sneaking into a First Order base to assassinate somebody, blowing up a star destroyer at dock, or hijacking a walker. Surprise and extensive air support should always be at your side.

THE NEW REPUBLIC

The New Republic doesn't really have a standing army, just local defence forces. They'd be armed with cast-offs from the previous half-century of war, so mix and match gear from the CIS, clone army, Empire, and Rebel Alliance to get the right feel.

You can just use the Rebel Alliance profiles for the troops themselves, as well as for Resistance troops other than Commandos.

RESISTANCE NPCS

RESISTANCE COMMANDO

A member of the Resistance special forces, one of the hyperc-ompenent ground troops who bring the fight directly to the First Order.

Fortitude	Vigilance	Proficiency
12	12	12

Alignment
Generally Idealistic or Pragmatic

Skills
Blaster Pistol (Close), Blaster Carbine (Close), Blaster Rifle (Medium, Long), Eagle-Eyed, Guard, Prepare Position, Stealth, Camouflage, and two other speciality skills per unit member.

Equipment
A heavily customized Blaster Carbine or Rifle, a Blaster Pistol, Light Armour, a Steel Helmet, Camo Fatigues, and a variety of grenades, plus whatever they need to carry that stuff. Every squad will have a demolition expert, a medic, a sniper, and a heavy weapon trooper.

Behaviour
Commandos know they can't stand up to the First Order in a stand-up fight, so they avoid this circumstances through use of close-in ambushes. Elther they win immediately, or they pull back to try something else. They always have a very specific goal in mind that they will continuously push towards rather than getting bogged down trying to score kills; they aren't here for a war of attrition.

RESISTANCE PILOT

An unthinking, skeletal metal soldier, following orders without remorse.

Fortitude	Vigilance	Proficiency
8	10	9

Alignment
Generally Idealistic

Skills
Blaster Carbine (Close), Blaster Pistol (Close), Fleet-Footed, Stealth, Tough Nut, and a Fly skill.

Equipment
Blaster Carbine, Light Armour, a Crash Helmet.

Behaviour
Resistance pilots can end up on the ground in one of two ways. The first is if they are shot down, in which case they will evade contact as much as possible until they secure transportation and can get home.

The second is if they are required to accompany a Commando squad due to insufficient numbers or a special task. In this case, they will typically try to hang back and provide supporting fire, giving the commandos a better chance to get stuck in directly. They will also drive any vehicles they unit commandeers.

RESISTANCE GUARD

A member of the Resistance's reserve, who guard the base and important figures, usually while also pulling duty as labourers.

Fortitude	Vigilance	Proficiency
8	8	8

Alignment
Generally Idealistic or Pragmatic

Skills
Blaster Rifle (Close, Medium), Guard, Prepare Position

Equipment
Blaster Rifle, Light Armour, Steel Helmet

Behaviour
Resistance Guards are pretty close to your standard soldier archetype. They fight in small squads and mostly focus on slowing down the enemy to give others a chance to escape, because generally if they need to fight directly something has gone terribly wrong.

RESISTANCE MILITIA

A frontier militia trained by Resistance Commandos, these fighters have learned all the tricks they need to know to take the fight to the First Order and really make it hurt.

Fortitude	Vigilance	Proficiency
8	8	8

Alignment
Usually Pragmatic

Skills
Blaster Carbine (Close), Guard, Prepare Position, Stealth, Trapper, Hand Grenade

Equipment
Blaster Carbine, a variety of mines and grenades. They will have a mix of armour and helmets as best as they can, and will often salvage some Stormtrooper gear.

Behaviour
Resistance doctrine for militia is all about hindering the ability of the First Order to exploit the worlds they occupy, rather than trying to win a war of attrition or bog them down; they know the First Order will just as soon take off and bombard the planet if they aren't making headway, so instead they try to hit them in the wallet, as well as get civilians to safety.

To this end, Resistance Militia generally specialize in ambushing convoys, infiltrating facilities, and distracting the enemy long enough for other groups to move. They make good use of mines and other explosives to limit the movement of their opponents before making quick ambushes, grabbing what they can to equip themselves and deny the enemy, then fading back.

If on the defensive, Resistance militia will generally retreat until they are safe, leaving small rearguards.

RESISTANCE HEROS

REY

A young savenger, abandoned as a youngling on the planet Jakku, Rey makes her living pulling useful parts out of the ruined vessels that dot the deserts. Little does she know that the Force has a plan for her...

Fortitude	Vigilance	Proficiency
18	12	12

Alignment
Idealistic

Skills
Melee (Lightsaber), Melee (Club), Stealth, Fly (All)

Equipment
Lightsaber, a Club, and a Blaster Pistol.

Special Rules
Rey is a Force User.

Rey has spent her whole life crawling around inside ruined ships. She ignores difficult terrain of all kinds, and can freely enter structures on the second story as though she had a grappling hook. As a Regular Action, she can disappear into the walls of a room on a spacecraft or in a base, and reappear anywhere else next Turn.

Behaviour
Rey really doesn't want to hurt anyone, and finds using weapons unnerving. She uses her Blaster Pistol only as a last resort, and would rather avoid confrontation than fight.

FIN (FN-2816)

Formerly a promising Stormtrooper in the First Order, Finn defected after his first mission, when his childhood friend died in his arms and his comrades turned their weapons against unarmed villagers. He has promised to make things right.

Fortitude	Vigilance	Proficiency
14	12	20

Alignment
Pragmatic

Skills
All Blasters (Close, Medium), Stormtrooper skills.

Equipment
Blaster Carbine, Poe's Jacket.

Special Rules
Finn *never* misses. His Precision Attacks count as being Guided.

Behaviour
Finn fights like a soldier; he shoots, keeps his head down, and waits for orders. He wants nothing to do with the First Order, and will die rather than go back.

POE DAMERON

Head of the Resistance starfighter corps and probably one of the best pilots to have ever lived, Poe Dameron likes to live life in the thick of things. It's not fun unless they're shooting at you!

Fortitude	Vigilance	Proficiency
8	5	21

Alignment
Idealistic

Skills
Blaster Pistol (Close), Fly (All), Eagle-Eyed

Equipment
Blaster Rifle

Special Rules
When he's in the air, Poe Dameron destroys 1d6 Tie Fighters per turn. Yes, you read that right.

Behaviour
Poe is a famous show-off, confident in his skills, and he has basically no ability whatsoever to gauge danger to his own person. If he sees a chance to make a difference, he'll take it, even if it means exposing himself to danger. He's comfortable fighting on the ground, but would sooner be in the air.

BB-8

This adorable white and orange droid is one of a kind. Cute as a button and packed with useful features, BB-8 is doggedly loyal to Poe Dameron.

Fortitude	Vigilance	Proficiency
5	12	10

Alignment
Idealistic

Skills
Handyman, Fleet-Footed, Escape Artist, Defuse, Electronics, Explosives

Equipment
In-Built Toolkit, Hologram Projector, Stunner

Special Rules
Double speed on Roads.

Behaviour
BB-8 doesn't fight, BB-8 runs away!

General Leia Organa

Leader and founder of the Resistance, Leia Organa has gone by many titles; Princess, Senator, and now General. She's not the warrior she once was... but that doesn't mean she's a pushover. And good luck surprising her; she's see everything.

Fortitude	Vigilance	Proficiency
8	25	16

Alignment
Idealistic

Skills
Blaster Pistol (Close), Blaster Carbine (Close), Diplomacy, Interrogate, Eagle-Eyed

Equipment
Blaster Pistol

Special Rules
Though never trained, Leia is still a Force User. She does not get melee skills, but she uses the Force to guide her shots. Once per Turn, Leia can warn a Unit about an ambush or hidden trap, negating it.

Behaviour
Leia leads from her command centre, or from a transport, but between her intelligence feeds and the power of the Force, she can see almost anything coming, and will keep her troops informed.

If fighting comes for her personally, she probably won't be able to resist joining in, despite her better judgement. She'll pick up and use any weapon.

R2-D2

R2-D2, once active again, simply uses his original profile in the Rebel section.

C3-P0

Though he may insist otherwise, C3-P0's new red arm does not count as a stastical change, so you just use his original profile.

Han Solo

He's getting on in years, but Han Solo remains as sharp as ever. He's still stomping around the Outer Rim, smuggling and pissing off everyone he crosses. He says he's trying to get his ship back, but that's not what he's missing...

Fortitude	Vigilance	Proficiency
8	15	21

Alignment
Idealistic

Skills
Blaster Pistol (Close), Fly (All), Eagle-Eyed

Equipment
Heavy Blaster Pistol with EScope

Special Rules
Han Solo may not be a Jedi, but the Force is watching out for him, and he's gotten wise to that in his old age. He is immune to being ambushed and always adds +1 to his To-Hit value.

Behaviour
As usual, Han isn't a soldier and doesn't really want to stick around in any major firefights. He always has somewhere else to be; just woe betide you if you are in the way.

Chewie

Unlike his friend, Chewie hasn't aged a day. Just use his Rebellion profile.

Luke Skywalker

Luke uses the same profile as he does in his days in the Rebellion, but his force powers have grown considerably, and he should rely on them primarily in combat.

That is, if he doesn't spend the whole game staring off a cliff and brooding.

THE FIRST ORDER

After the fall of the Galactic Empire, the sinister **First Order** rose from the ashes. A cadre of hardcore believers, they looted secret Imperial facilities and shipyards and reestablished themselves on hidden worlds in the Unknown Regions. These ideological fanatics, believing themselves to be heirs to the empire cleansed of weakness by hardship, doubled down on every value of the Empire, especially rule through terror.

After bending the Unknown Regions to their will, they launched themselves into open war against the New Republic with the firing of Starkiller Base, a superweapon built from the hollowed-out core of a planet mined for kyber crystals by the Old Empire. This terrible act plunged the galaxy back into war.

THE JUNTA

The First Order is a military junta; the state and the military are one and the same. It is the Empire without the legitimate bureaucracy inherited from the Old Republic, discarding the pretences of representation and continuity that characterized the early Empire. Instead, the state holds firm to the Tarkin Doctrine, ruling through brute force. Everything the First Order does is in emulation of the Empire, or at least the Empire as they remember it.

Power over the First Order rests in the hands of the mysterious Supreme Leader Snoke. A seldom-seen alien force of great power, Snoke's motivations and agenda are unknown, but none in the First Order dare to question his wisdom. It is thought that Snoke has access to a great deal of knowledge both of the Old Empire and the Dark Side of the Force, making him a key member in the rise of the First Order.

Despite his supreme authority, Snoke and his Knights of Ren rule distantly and indirectly, primarily offering guidance. The day-to-day running of the First Order falls on the Joint Chiefs. By the standards of the Old Empire, the leadership and hierarchy of the First Order is haphazard at best. There are effectively no military branches, and the ranking system is highly idiosyncratic. High-ranking authorities have titles like General, Admiral, and Moff, but these words describe little about their position. The head of the Stormtrooper Corps is technically a lowly Captain. Who qualifies for high leadership is ultimately determined by who curries Snoke's favour.

The First Order possesses no government apparatus except what it needs to run their military machine. Everyone who works for the First Order is a member of the military, and all are expected to be combat-ready. The First Order allows worlds they control to govern themselves, but with the understanding that a single short quota or act of defiance will be met with overwhelming violence. They have shown themselves willing to self-sabotage to ensure compliance.

What makes the First Order truly terrifying is, unlike the Old Empire, the First Order are true believers. Most of the high command of the Empire were careerists, or simply interested in using the Empire as a means to amass personal wealth and power. By contrast, everyone in the First Order works together in the name of Order, Purity, and Strength. When an atrocity is carried out in their name, everyone from the General who commanded it to the stormtroopers pulling the trigger truly believe they are doing the right thing.

MILITARY MIGHT

In examining the aftermath of the Galactic Civil War, the First Order concluded that the failures of the Old Empire rested on their corruption and spendthrift ways, relics of their crippling shackle to bureaucracy. This error has been corrected; no concessions are made now to cost or maintenance. What the military wants, the military gets, no questions.

Seeing the successes of individually superior Rebel machines, they have adapted powerful new weapons, shield technologies, and hard-hitting new military doctrines to ensure they will never again find themselves relying on numbers and attrition to carry the day where skill and strategy fail.

As they lack the endless manpower of the Empire, the First Order made many changes to the culture of their military. Flexibility and initiative are valued highly, as is unquestioning loyalty. Every soldier is expected to be able to instantly take over for their superiors if the chain of command is disrupted.

The First Order does not merely seek to rule their home territory, though they could undoubtably do so indefinitely were politics not a factor. The founding ethos of the First Order demands they bring their twisted brand of Order and Security to the rest of the galaxy, and punish the foolish worlds who spurned their vision for a united and pure Civilization. The New Republic is an enemy not as a threat to their sovereignty, but because the liberties enjoyed by its citizens and the nonhumans living as equals among them is revolting to their mindset. In their mind, they exist to save the galaxy from its own weakness.

First Order soldiers do not garrison like their Imperial counterparts, and their ships do not bother patrolling troubled space. When one of their subjects defy them, the full military might of the First Order descends upon them, destroying their means of resistance with weapons of mass destruction and making an example of them. They think nothing of slaughtering millions for perceived slights.

Tarkin would be proud.

STORMTROOPERS

The First Order retains the Stormtrooper Corps of the Old Empire, as many of the loyalists who would eventually form the core of the junta originated in their brainwashed ranks. However, the Corps has seen immense changes in the past three decades. Despite their white armour and faceless helms, these new Stormtroopers could not be more different than their ancestors.

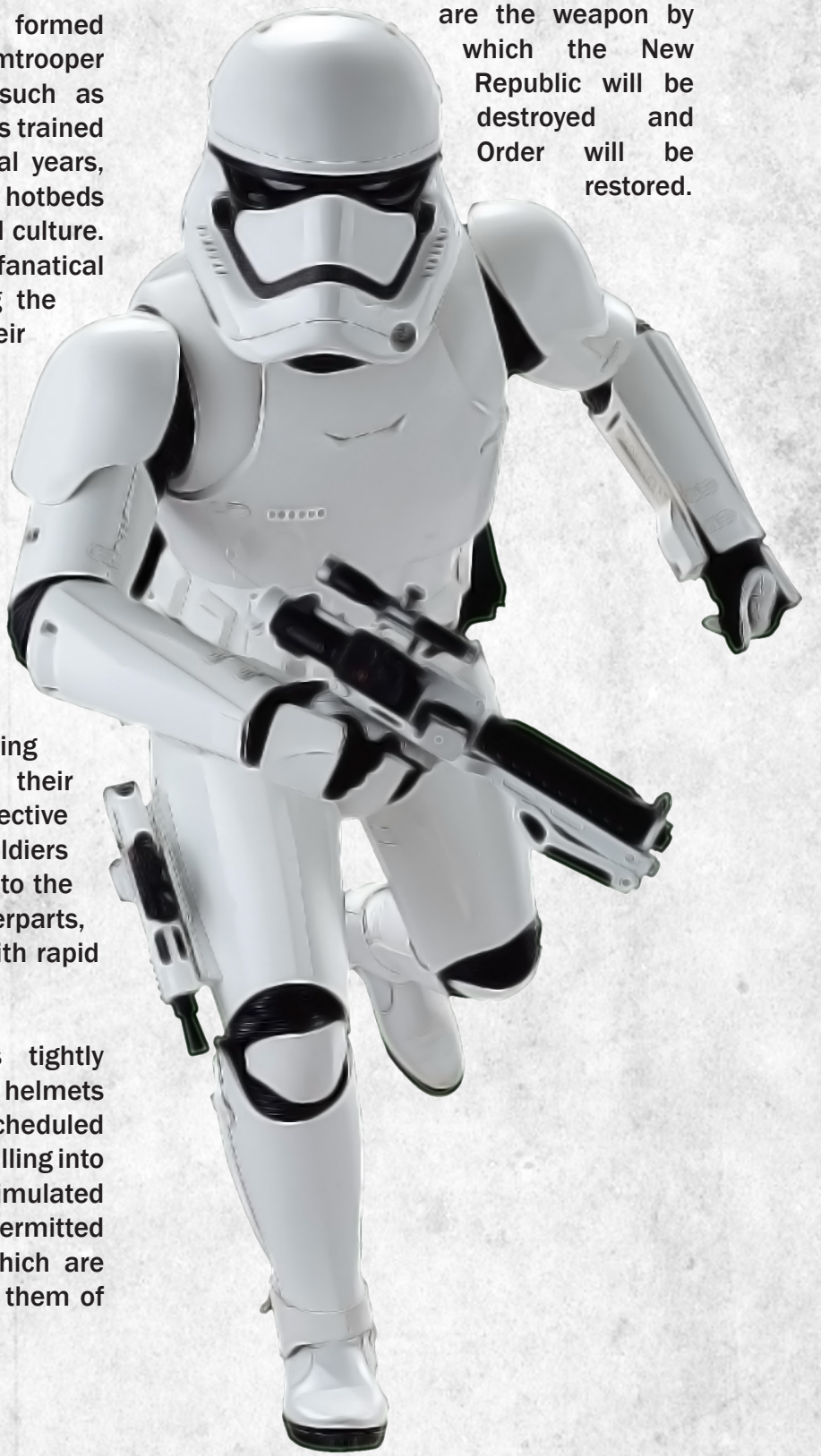
The new Stormtrooper Corps was formed from cadets evacuated from Stormtrooper Academies on rebellious planets such as Serenno and Lothal. These institutions trained young teens over a period of several years, hoping to mold galactic citizens from hotbeds of rebellion in order to influence local culture. These young soldiers formed the fanatical core of the Stormtroopers, keeping the older conscripts in line with their devotion and willingness to turn in their comrades.

As the First Order reestablished their Stormtrooper Academy, they addressed the issue of recruitment simply by forcing their vassals to provide them a tithe of youth to be inducted. When training even young teens proved occasionally problematic, they began taking these youth soon after birth, allowing them to control ever aspect of their upbringing to ensure maximally effective soldiers. This allows them to have soldiers with the same single-minded loyalty to the First Order as their Imperial counterparts, without the downsides associated with rapid brainwashing regimens.

The culture of Stormtroopers is tightly controlled. They do not remove their helmets without permission, live carefully unscheduled lives intended to prevent them from falling into routine, and engage in constant simulated combat exercises. They are not permitted names, being assigned numbers which are often arbitrarily reassigned to break them of any sense of identity.

The stress is enormous, and a great many cadets “wash out”. To the First Order, this is considered a feature; there is no place for weaklings in the galaxy.

Every Stormtrooper is expected to be a model soldier, trained in all the weapons their unit wields (and many more besides), adept at ground combat, boarding actions, fighting in multiple environments, zero g combat, riot control, wildness survival, demolitions, and military electronics. They are the weapon by which the New Republic will be destroyed and Order will be restored.



PLAYING STORMTROOPERS

Playing First Order Stormtroopers is an interesting possibility, and one that most closely resembles the original dynamic of PATROL. You'll play an elite soldier armed with the best equipment money can buy, going up against a disorganized resistance force engaged in guerrilla war.

Of course, such a game would be incredibly dark; the First Order are not good people, and lack even the excuse of careerism and patriotism of the Empire's soldiers. First Order Stormtroopers are space nazis! That doesn't mean there can't be interesting stories to tell, but it does mean everyone needs to be onboard with that premise.

Another possibility would be to play as First Order defectors, in the style of FN-2817. A tight-knit squad of First Order soldiers deciding to make a break for it and plunging a FO operation into chaos with their escape would make an excellent game!

BASIC GEAR

Build a 27 point character, minimum 6 in all Attributes. Assign them the following.

Skills	
B.Carbine (Close, Medium)	Melee (Shock Tonfa)
B. Rifle (Medium)	Hand Grenade
Guard	Survivalist
Prepare Position	First Aid
Interrogate	Cold-Blooded

Equipment	
Stormtrooper Armour	8
Stormtrooper Helmet	4
Black Fatigues	0 (2)
Footwear	0 (2)
Blaster Carbine	3
• E-Scope	
Utility Belt	0 (2)
x6 Power Packs	6
x2 Fragmentation Grenades	2
	23

FO Stormtroopers have no XP to spend on additional Skills or Gear.

STORMTROOPER MOS

Unlike the Empire, which utilized a wide variety of weapons, the First Order has standardized to a small number of high-quality pieces and trains incessantly on them.

MEGABLASTER TROOPER

The First Order uses the FWMB-10 Repeating Blaster to provide fire support for more mobile infantry. In place of the regular carbine, add the following to the default profile.

Equipment	
Blaster Rifle	3
• Repeating	+1
• Heavy	+1
• Cooling	+1
• Bipod	+2
Tactical Vest	4
+4 Power Packs	4

RIOT CONTROL TROOPER

As the First Order puts down riots with lethal force, the "Riot Control" troopers are, in actuality, insurance against both Jedi and possible treachery from the Knights of Ren. They carry all the regular equipment as well.

Equipment	
Shock Tonfa	4
Ballistic Shield	4

FLAME TROOPER

Terror is a potent weapon for the First Order. Flametroopers have the task among the infantry of breaking the will of foes and destroying property. Replace their blaster carbine and power packs with...

Skills	
Flame Projector (Close)	
Equipment	
Flame Projector	3
Fuel Tank w/ Fuel Load	10

Flame Trooper armour provides an additional 3+ save against fire and incendiary weapons.

TANKBUSTER TROOPER

The Tankbuster Trooper carries a Small Recoilless Rifle and is skilled with it at all ranges. Their ammo is distributed through the rest of the squad.

FIRST ORDER NPCS

STORMTROOPER

A white-armoured symbol of the might of the First Order, trained from childhood.

Fortitude	Vigilance	Proficiency
9	9	9

Alignment
Righteous

Skills
Blaster Carbine (Close, Medium), Heavy Repeating Blaster Rig (Medium, Long), Survivalist, Melee (Shock Tonfa), Hand Grenade, Guard, Prepare Position

Equipment
FO Stormtrooper Armour with Helmet, Utility Belt, a Blaster Carbine with EScope, 2 Frag Grenades, and 6 Power Packs.

Behaviour
First Order Stormtroopers operate in squads of 5, with each group containing either a Megablaster or a Flame Trooper. The squad leader will carry a set of binoculars. Each platoon will have three security troopers with Shock Tonfas and Riot Shields.

FO Stormtroopers are aggressive, disciplined, and brave. They will keep up constant pressure on their opponents, maneuver to close range, and make extensive use of grenades and special weapons. Even when isolated, surprised, or alone, they always fight hard and smart. They don't throw away lives on pointless assaults and will readily pull back to reassess the situation, and they make extensive use of air and armour support wherever possible. All their actions will be highly coordinated.

STORMTROOPER OFFICER

Stormtooper leaders have learned well the lessons of the Galactic Civil War, and will never again surrender to disorder. For them, it is victory or death.

Fortitude	Vigilance	Proficiency
9	10	9

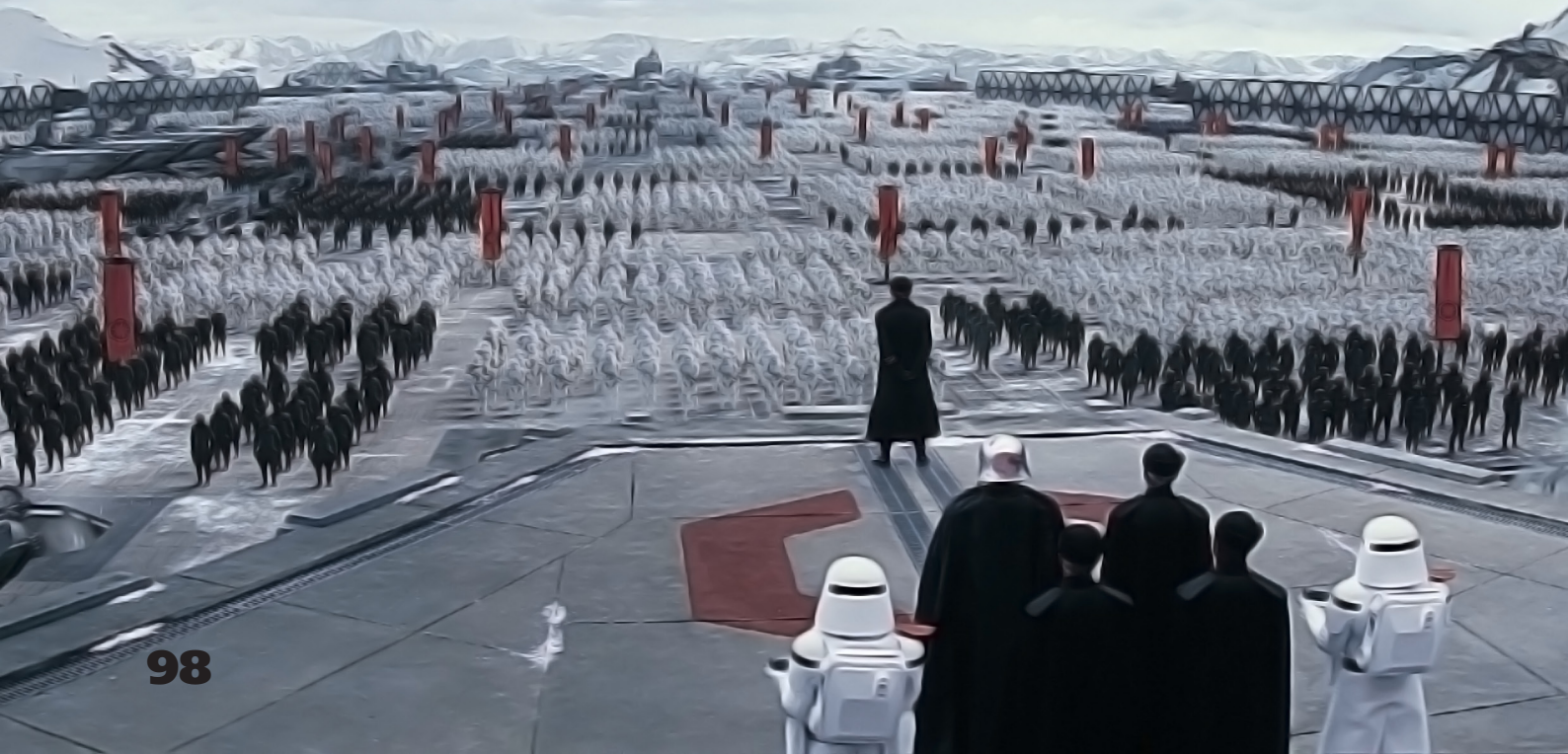
Alignment
Righteous

Skills
Blaster Carbine (Close, Medium), Heavy Repeating Blaster Rig (Medium, Long), Survivalist, Melee (Shock Tonfa), Hand Grenade, Guard, Prepare Position, Interrogate, Diplomacy

Equipment
Identical to Stormtroopers. They wear a coloured paldron as a rank marker, but may remove it before major operations.

Behaviour
First Order officers have a great deal of confidence in the tactical skill and initiative of their men, and rarely need to directly manage their subordinates. Rather, they set objectives for their troops on the field, often operating together to plan their next move and manage the radio net.

Generally, Stormtroopers are kept in the dark as to the larger operations around them, so they cannot give away secrets to the enemy if they are captured. Officers have a fuller picture of their place in the campaign, and will dole out information on a need-to-know basis. They consider this a massive responsibility, and officers will die rather than be captured.



FIRST ORDER CHARACTERS

KYLO REN

Kylo Ren is the apprentice of Supreme Leader Snoke, enforcer of his will and a powerful Dark Side user. But behind the mask is Ben Solo, a desperate and confused man who feels he can only find answers in the Dark Side of the Force.

Fortitude	Vigilance	Proficiency
25	10	11

Alignment
Righteous

Skills
Melee (Lightsaber)

Equipment
Kylo Ren's Lightsaber, Steel Helmet, Light Armour

Special Rules
Say what you will about Kylo Ren, but dude is tough as nails. He is Skilled at Shock Checks. While he takes Penalties from Injury as normal, every point he takes removes 1 Doubt as he lets the Dark Side in.

Kylo Ren's gigantic lightsaber is just as powerful and unstable as he is. It always deals +1 Injury.

Behaviour
Kylo Ren is an unstable and impulsive man, prone to bouts of melancholy, manic activity, and uncontrollable rage. He tries at all times to keep everyone around him intimidated, to varying degrees of success. The worst thing you can do to his ego is not act scared of him.

Ren usually performs cleanup for the Stormtroopers, but has no qualms about fighting up close and personal. He will usually attempt to seek out the strongest of the enemy to prove himself.

KNIGHT OF REN

A mysterious order steeped in the Dark Side.

Fortitude	Vigilance	Proficiency
18	12	14

Alignment
Righteous or Egotistical

Skills
They will be skilled with their weapon of choice.

Equipment
Heavy Armour, plus an unusual weapon, either a strange blaster or a melee weapon, or both.

Special Rules
Force Sensitive.

Behaviour
As nothing is known of the Knights of Ren as of this writing, feel free to add your own spin. They should definitely be evil and scary!

GENERAL HUX

Commander of Starkiller Base, Hux prefers to lead from as far behind the lines as possible.

Fortitude	Vigilance	Proficiency
26	10	11

Alignment
Righteous

Skills
-

Equipment
Snazzy First Order Uniform.

Special Rules
Hux is beloved by First Order soldiers. They do not take Doubt in his presence.

Behaviour
If, by some incredible disaster, Hux manages to find himself in the line of fire, he will do everything in his power to get *out*. He does not fight or fire weapons; he just boards a transport and leaves.

A secondary, but still important, goal will be to preserve his dignity and image; he knows that, though Snoke may be the head of the First Order, Hux is the face of the movement.

CAPTAIN PHASMA

Head of the Stormtrooper Corps, Captain Phasma believes strongly that her soldiers are the best in the galaxy, and personally leads them to ensure it.

Fortitude	Vigilance	Proficiency
20	16	20

Alignment
Pragmatic

Skills
All Blaster weapons as all ranges. Hand Grenade, Prepare Position, Guard, Melee (Unarmed)

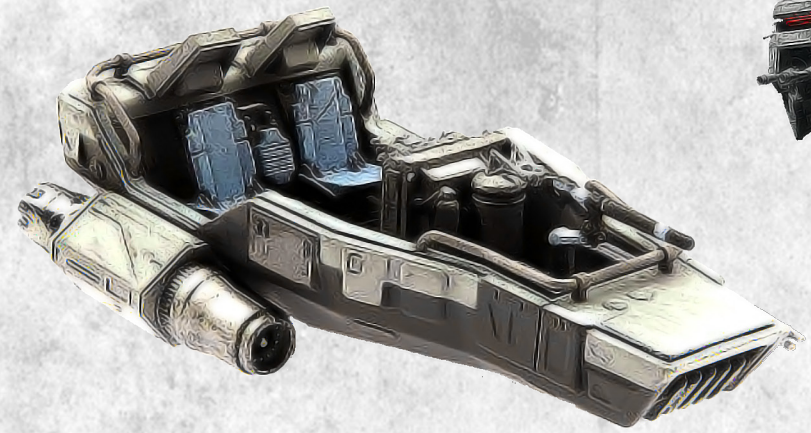
Equipment
Phasma's Stormtrooper Armour with Helmet. Otherwise, normal Stormtrooper gear.

Special Rules
Phasma's chromium armour gives her Armour 3.

Though she has a great deal of attention to detail when it comes to her own soldiers, she can be overconfident and blind to her surroundings. Half her Vigilance for view distance, or when Searching anything but her own soldiers.

Behaviour
Captain Phasma leads from the front, leaving the logistical and bureaucratic parts of her job to her assistants. As far as she is concerned, her only role in the First Order is to provide a shining example to all those under her command.

When battle is joined, Phasma will always be in the thick of things, showing everyone else how it's done.



LIUV

The Light Infantry Utility Vehicle is a small speeder used for scouting and light transportation in First Order facilities. It's capable of incredible bursts of speed.

Type: Repulsorlift	**Weight:** 200

Speed	Fuel	Storage
30km/3km	1/25	8
Armour	**Toughness**	
1	20	

Driver	
Type	On
Visibility	-
Capacity	25
Radio Telephone	

Gunner	
Type	On
Visibility	-
Capacity	25
Repeating Cooled Blaster Rifle	

Passenger	
Type	On
Visibility	-
Capacity	25

AT-M6

An evolution of the AT-AT, the enormous Megacalibre-6 carrier is designed to simply crush any fortifications its oversized cannon can't destroy.

Type: Massive Walker	**Weight:** 10,000

Speed	Fuel	Storage
600m	2/15	30
Armour	**Toughness**	
8	12	

Driver	
Type	In
Visibility	5+
Capacity	20
Radio Telephone	

x2 Gunners	
Type	In
Visibility	5+
Capacity	20
Hvy. Blaster Artillery Repeating Blaster Artillery	

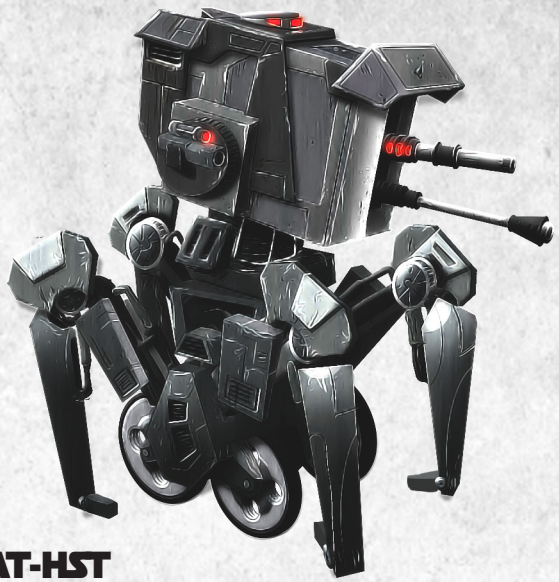
Gunner	
Type	In
Visibility	5+
Capacity	20
Megacalibre-6	

Driver	
Type	In
Visibility	5+
Capacity	20

If the AT-M6 wishes to change facing more than 90 degrees, it must spend an entire Turn doing so, making no other movement.

The Megacalibre-6 is a cannon that shoots Massive shells out to any range, direct fire only. It has an infinite number of any kind of shell.

The AT-M6 carries four mines that detonate like a Massive HE Bomb on command.



AT-HST

The Heavy Scout Transport solves many of the issues with earlier scout transports, being far more stable and heavily armoured, while being even faster on its road wheels.

Type: Ground/Walker | **Weight:** 2000

Speed	Fuel	Storage
500m/3km	2/15	300
Armour		**Toughness**
8		14

Driver	
Type	In
Visibility	5+
Capacity	20
Radio Telephone	

Gunner	
Type	In
Visibility	2
Capacity	20
Grenade Launcher x8 Concussion Grenades	
Precision Repeating Blaster Cannon	
Light Tank Cannon x12 Shaped Charge	

The AT-HST can transition between legs and road wheels at the start or end of a Turn. While on road wheels, it uses the second speed value in its profile, and travels at double speed on Roads, but it cannot use any of its weapons.

The commander can get a pintle-mounted Blaster Cannon installed on his cupola. This weapon can be used in Wheel mode.

AT-ATT

Reserves of mothballed AT-ATs have been repurposed as the All-Terrain Assault Troop Transport. New compact engines allow even more troops to be carried inside.

Type: Massive Walker | **Weight:** 5000

Speed	Fuel	Storage
600m	1/40	40
Armour		**Toughness**
12		20

Commander	
Type	In
Visibility	8+
Capacity	20
Radio Telephone Binoculars	

Driver	
Type	In
Visibility	8
Capacity	20

Gunner	
Type	In
Visibility	8
Capacity	20
x2 Heavy Blaster Artillery	
x2 Repeating Blaster Artillery	

x60 Passenger	
Type	In
Visibility	-
Capacity	40

If the AT-ATT wishes to change facing more than 45 degrees, it must spend an entire Turn doing so, making no other movement.

When troops deploy from the AT-ATT, the vehicle fires it's sonic disruptor, stunning all enemy troops within 50m.

CRIMINALS

The New Republic is much less corrupt than the Empire or the Old Republic, but it is also smaller and less centralized. Since the fall of the Empire, many criminal gangs, some of immense size and resources, have risen to power, replacing the Hutts and Black Sun and hounding all elements of social on the fringes.

KANJIKLUB

Originally slaves of the Hutts, the Kanjis were born from a bloody slave revolt in the wake of the death of Jabba the Hutt. Named for their makeshift weapons, Kanjiklub subverted many of the tools the Hutts used to control their sectors of the galaxy and liberated their homeworld of Nal Kanji.

After the fall of the Hutt Cartel, Kanjiklub took up many of the connections and equipment left behind, becoming a dangerous and wealthy organization which thrived on violence. Kanjuklub was fairly loosely organized, and an internal culture valuing strength and action meant that Kanjiklub spent nearly as much time fighting each other as they did fighting their rivals, though they eventually united, for the most part, under the leadership of Tasu Leech, who fought his way to absolute control of the gang.

Kanjiklub makes their money by piracy or shaking down locals anywhere they set up shop, before quickly moving on to stay ahead of law enforcement. They still fight it out regularly with New Republic forces and other gangs, but their strong survival instinct and slave medicine keep them alive. For this reason, many members of the gang sport considerable cybernetics.

KANJIKLUB ENFORCER

A pit fighter sworn to fight for Tasu Leech unto death, armed with makeshift weapons and armour.

Fortitude	Vigilance	Proficiency
5+1d6	2d6	3+1d6

Alignment
Righteous

Skills
One ranged weapon skill and one melee weapon skill. Trapper, Stealth, and Handyman.

Equipment
A makeshift weapon with two weapon modifications, a custom melee weapon, and light armour. They will carry an assortment of medical gear as well.

Behaviour
Kanjiklub are cruel, smart, and fanatical in equal measure; they're not afraid to die, but they are very good at avoiding it too. They like to bog down their foes with a surprise like a flashbang or ambush before descending on them and finishing them up close.

Members of Kanjiklub will always have the gear they need in the moment; they should be able to pull out explosives, grenades, mines, medical gear, or speciality weapons in a pinch.

GUAVIAN DEATH GANG

Once the most feared underground military contractors in the Core Worlds, the Guavian Death Gang operated as mercenaries for other criminal organizations, technologically advanced muscle for hire which would take any job for exorbitant fees.

The unique edge held by the Guavians is that they are all voluntary cyborgs who have undergone extensive modification, networking them together into a cohesive unique and sacrificing much of their individuality for greater personal power. Their augmentation includes brain implants, a mechanical pump which acts as a backup heart, and dispensers for combat drugs.

Loyalty to the Gang is the most important element; they are a “Death Gang” because the only way out is death. Once they have sworn in and been implanted, they will forever be connected to the other members through a data-link, and their faces are hid behind anonymous masks.

After the Empire collapsed, the gang attempted to use their considerable holdings to establish more power and influence for themselves, rather than simply hiring out their talents. However, their relatively small numbers simply didn’t

This soon resulted in the gang aligning themselves with the First Order. With both groups holding an interest in advanced technology and personal excellence, as well as harbouring a great deal of ill-will towards the New Republic, the two were natural allies. The Death Gang acted as a go-between for the First Order and criminal connections in the Mid-Rim, passing along intelligence and research, while the First Order equipped the gang with cutting edge weapons and armour.

Because the Guavians can no longer function in regular society, they frequently hire criminals to act as negotiators and the “face” of their gang. These negotiators are given minor cybernetic implants so they can understand other members of the gang.

DEATH GANGER

A cybernetic mercenary and blood member of the Guavian Death Gang, armed with the most deadly modern technology.

Fortitude	Vigilance	Proficiency
9	6	9

Alignment
Pragmatic

Skills
Two firearm skills, Guard, and Electronics.

Equipment
Medium Armour and a Steel Helmet. They will be armed with a Repeating Cooled Blaster Carbine or some variety of special weapon, including grenade launchers, ion guns, disruptors, and other nasty tools.

Special Rules
All Death Gangers are Cyborgs, and because they have been so extensively rebuilt they are Skilled at Shock Checks.

Additionally, their Drug Dispensers give them an unlimited supply of Uppers and Opiates, and they cannot overdose on either.

Death Gangers cannot communicate in Basic.

Behaviour
Members of the Death Gang are nearly fearless and completely ruthless. They have no concept of mercy or moderation and solve all their problems with overwhelming firepower, and they don’t turn back until the job is done or they’re all dead.